

PRIMA'S OFFICIAL STRATEGY GUIDE

COMMANDOS 3

DESTINATION BERLIN™

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MISSION
MAPS**



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COMMANDOS 3

DESTINATION BERLIN



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Prima's Official Strategy Guide

Michael Knight

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(800) 733-3000
www.primagames.com



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Product Manager: Jill Hinckley

Project Editor: Matt Sumpter

Design & Layout: Graphic Applications Group, Inc.

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CONTENTS

Introduction	5	Sniper.....	24
History of a Computer		Diver.....	26
Gaming Legend	6	Sapper	28
How to Use this Book.....	7	Spy	30
Basic Training	9	Thief.....	32
The Interface	11	The Arsenal.....	34
Map.....	11	Weapons	36
Field of Vision	12	Pistol	36
Locate Enemies.....	12	Rifle	37
Camera	13	Submachine Gun.....	37
Objectives	13	Sniper Rifle.....	38
Commando Portrait.....	14	Assault Rifle	39
Health Bar.....	14	Knife	39
Weapons Selection	15	Piano Wire	40
Stance	15	Flame Thrower	40
Cover.....	16	Bazooka	41
Examine	16	Hypodermic Syringe.....	41
Locate Items	17	Explosives	42
Equipment.....	17	Hand Grenade	43
Backpack.....	17	Molotov Cocktail	43
Controlling Your Commando.....	18	Timed Bomb	44
Camera Views	19	Remote Control Bomb	44
Saving the Game	20	Anti-Personnel Mine.....	45
The Commandos	21	Anti-Tank Mine	45
Green Beret	22		

Equipment	45	Deception	60
Explosive Barrels	46	Covering Fire	61
Cigarettes	46	Teamwork	62
Trap	47		
Decoy	47	Stalingrad Mission 1:	
Diving Gear	47	Eliminate the Sniper	63
First Aid Kit	48	Stalingrad Mission 2:	
Enemy Uniforms.....	48	Protect General O'Donnell.....	75
Wire Cutter	48	Stalingrad Mission 3:	
Portable Ladder.....	49	Kill the Traitor.....	90
Dog Food and Sleeping Pills	49	Central Europe Mission 1:	
Grappling Hook	50	Infiltrate the Station	103
Lockpick	50	Central Europe Mission 2:	
Gas Mask	50	Board the Train.....	112
Advanced School	51	Central Europe Mission 3:	
Forming a Strategy.....	52	Stop the Bomb Deployment	119
Objective.....	53	Central Europe Mission 4:	
Phases	54	Get to the Engine	131
Implementation	55	Central Europe Mission 5:	
Flexibility	55	Take Control of the Town	146
Tactics for Success	56	Central Europe Mission 6:	
Patience.....	56	Stop the Convoy	161
Stealth	57	Normandy Mission 1:	
Engaging the Enemy.....	58	Cripple Nazi Support.....	171
		Normandy Mission 2:	
		Destroy the Warships	182
		Normandy Mission 3:	
		Storm the Beach	192

INTRODUCTION



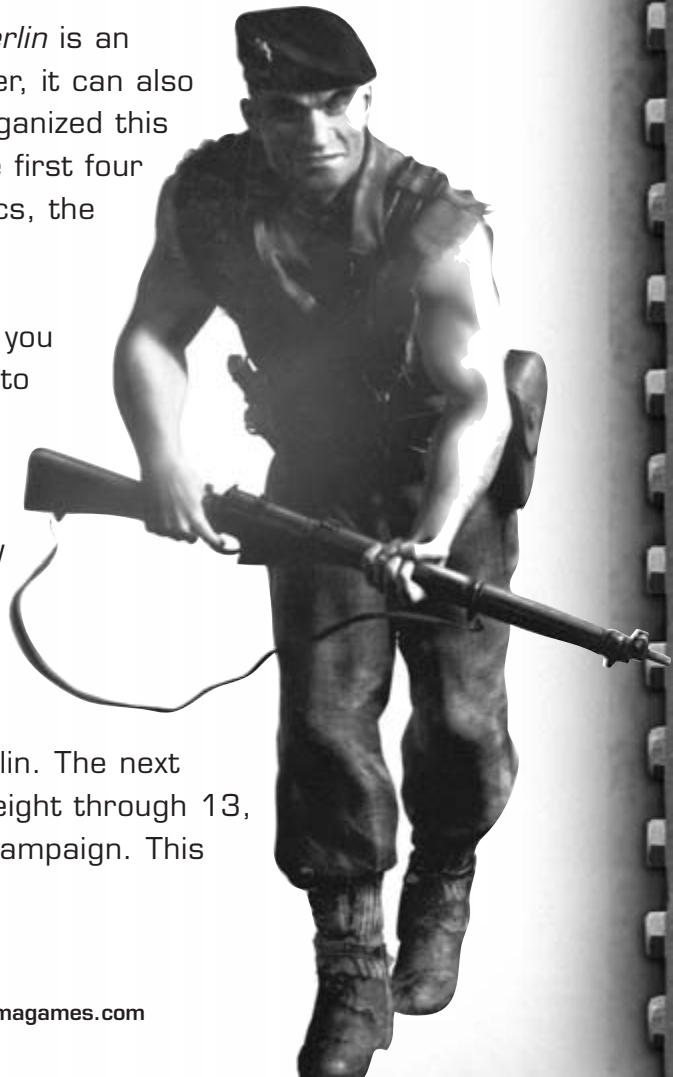
HISTORY OF A COMPUTER GAMING LEGEND

Five years ago, in 1998, I read about a new computer game that was to be published. This game was supposed to be different than anything else as it combined strategy, tactics, and even a puzzle solving element all wrapped up in a World War II theme. Players would take control of different characters, each with their own unique abilities, weapons, and resources. Many of the missions were based on classic WWII movies. The more I read about it, the more I wanted to play this game. I contacted my publisher and told them I wanted to write the strategy guide for Eidos and Pyros Studios new game, *Commandos: Behind Enemy Lines*. I was not disappointed. The game was great and very challenging. In fact, the strategy guide was one of the few for which I actually received fan mail from players. The following year *Commandos: Beyond the Call of Duty* was released and I was able write the guide for it as well. Not to be satisfied, Pyros Studios created a brand new engine and radically improved the next release of the game, taking the *Commandos* series into three-dimensional graphics. I also had the opportunity to take part in the guide for *Commandos 2: Men of Courage* and loved that game as I had its predecessors. This version was also released for the Xbox and PlayStation 2 consoles—expanding to a new audience. Therefore, when I saw the press releases and other information on *Commandos 3: Destination Berlin*, I fired off an email to my editor with my desire to continue writing for the latest incarnation.

The *Commandos* series has been extremely popular worldwide. In fact, *Commandos: Behind Enemy Lines* was first released in Europe and already a legend there by the time it was released in the United States nearly a month later. Players become attached to the unique and individualistic characters as they lead them from mission to mission, some seeming near impossible at first—none easy. In fact, it is a wonder that there has not been a *Commandos* line of action figures. I for one would surely buy the entire set.

HOW TO USE THIS BOOK

Commandos 3: Destination Berlin is an exciting and fun game. However, it can also be quite challenging. I have organized this book into four main parts. The first four chapters cover the game basics, the characters, the weapons and equipment, as well as general strategies and specific tactics you can use throughout the game to succeed and complete your difficult objectives. The second section, chapters five through seven, provide detailed step by step walkthroughs for the Stalingrad campaign which takes the Commandos from the war torn streets of this Russian city all the way to Berlin. The next section, comprising chapters eight through 13, covers the Central European campaign. This



time the Commandos team is tasked with getting back priceless works of art stolen by the Nazis before they can be spirited away forever. The final section, chapters 14 through 16, cover the Normandy campaign. In these three missions, the Commandos take part in Operation Overlord—from the pre-invasion attacks of sabotage to the actual landing on the beaches. No matter what the mission, these walkthroughs will get you from the starting position to the end without losing a single Commando. With such an exciting adventure waiting before you, let's cut with the chatter and get a move on. The War will not wait!

ACKNOWLEDGEMENTS

I would like to thank Tom Marx at Eidos for all his support, providing all he could. I am also grateful for Matt Sumpter and Jill Hinckley at Prima Games for making this guide a reality. Finally, I want to express my love and appreciation to my wife Trisa, who becomes a temporary game widow as I immerse myself into a strategy guide, and my four children—Beth, Sarah, Connor, and Tanner who are learning that Dad is really working even though it looks like playing.



BASIC TRAINING



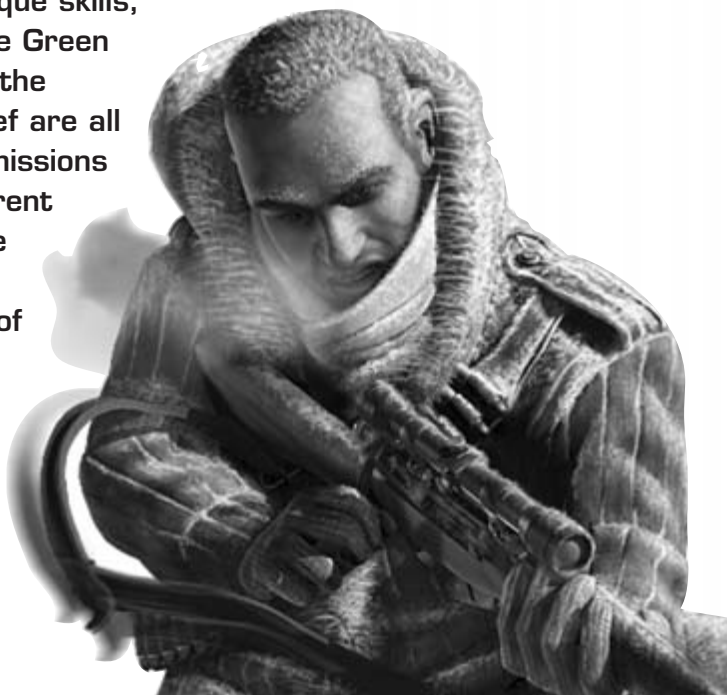
So you are the new commando. Let's get started. If you are a veteran of *Commandos 2: Men of Courage*, this game will look familiar, with a few modifications made for ease of play. However, if you fought only in the first two games—*Commandos: Behind Enemy Lines* or *Commandos: Beyond the Call of Duty*—you may find quite a bit new and different. Don't worry.

Commandos 3: Destination Berlin maintains the flavor and style of its predecessors, while offering new and exciting missions that take the series to a new level of challenge.

You will recognize the veteran commandos who have returned for more—each with his own unique skills, weapons, and equipment. The Green Beret, the Sniper, the Diver, the Sapper, the Spy, and the Thief are all essential to completing the missions that make up the three different campaigns. Depending on the mission, you control either a single commando or a team of two or three. Since only specific commandos can accomplish certain tasks or actions, use each carefully to maximize their effec-



The game interface offers several different functions to help you complete your mission.



tiveness. For example, the Spy is the only one of your team who can put on a disguise and distract enemy soldiers, while the Thief is the only one who can climb walls.

This chapter acquaints you with the game controls. If you are new to the *Commandos* series, pay special attention. Even veterans should check out the new hot keys and functions. The action is quick in *Commandos 3: Destination Berlin*, so learn how to give orders to your commandos quickly or they may end up dead.

THE INTERFACE

The majority of the game screen is dedicated to the mission. This view shows you your commandos and their area of operations. However, the control bars along the bottom of the screen and in the upper left corner allow you to access controls during the mission and keep you apprised of the status of each of your operational commandos. Let's start in the upper left corner of the screen and work our way across the bottom.

MAP (F4)

At the upper left corner of the screen is an icon of a map. Clicking on this or using the hot key opens a minimap displaying the entire area of operations. Blue dots represent your commandos and allies, while enemies are bright purple. Green dots show the locations of doors or other access points. The map view can give you a quick idea where enemies are and if they are advancing toward your team, which is especially useful during missions with lots of area to cover.



Use the map view to keep an eye on what is happening throughout the area of operations.

FIELD OF VISION (tab)

One of the most useful tools in the game is the field of vision interface. By clicking on this icon or holding down the hot key, then clicking on an enemy, you can see the vision arc for the soldier.

This arc is divided into two zones. The brighter area is the soldier's close view. A soldier can see everything in his close view. The darker area of the arc is the far view. Soldiers cannot see prone commandos in their far view, so your men can crawl right past them without being seen. The color of the arc provides additional information: The default color is green; however, when the soldier has been alerted, the color changes to red. These colors tell you if you have been detected.



You need to know where the enemy is looking and how far he can see.

LOCATE ENEMIES (F5)

While not an icon on the screen, the locate enemies function is worth mentioning here. In some missions, the environmental conditions make it difficult to see enemy soldiers. Pressing the hot key highlights all enemies on the map in bright red. This allows you to see them through the dark and weather—even if they are on the other side of an object such as a building. Before sending your commandos into an area, press this hot key to make sure it is safe. This does not show enemies inside buildings, though.

CAMERA (F3)

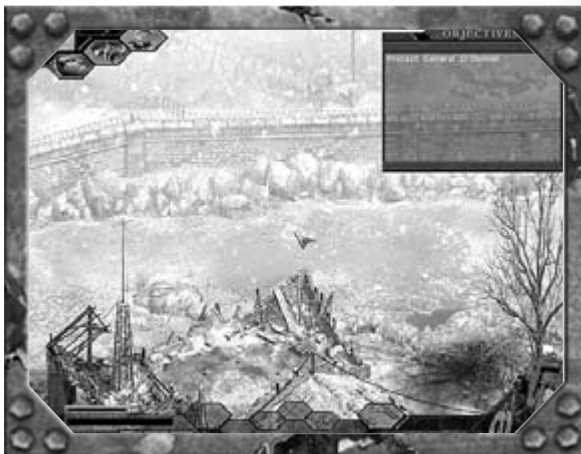
At times you want to keep track of a person, object, or even a location. Click on this icon or press the hot key, then click on something. The screen centers on your target and will follow it if it moves. This works well with the split-screen mode. (F2) cycles through a number of views that split the screen into two or three sections. Combining the two functions allows you to keep track of a moving enemy in one screen while you move your commandos around in another.



Splitting the screen makes some tasks easier—especially when you have an enemy who keeps moving around.

OBJECTIVES (F8)

At the beginning of a mission, check your objectives. This function opens a small window on the right side of the screen listing your objectives for the mission. Some missions contain more than one objective, and new objectives may be added during the mission. Keep checking your objectives throughout a mission—especially after a cutscene that moves the story along.



Check your objectives.

COMMANDO PORTRAIT

The lower left corner of the screen shows a portrait of the currently selected commando. Before giving an order, make sure you have the right commando selected. The following table lists the hot keys for selecting each commando. Pressing a hot key once selects the commando, while a second press centers the screen on him.

COMMANDO HOT KEYS

Commando	Hot Key
Green Beret	1
Sniper	2
Diver	3
Sapper	4
Spy	5
Thief	6
All Commandos	8

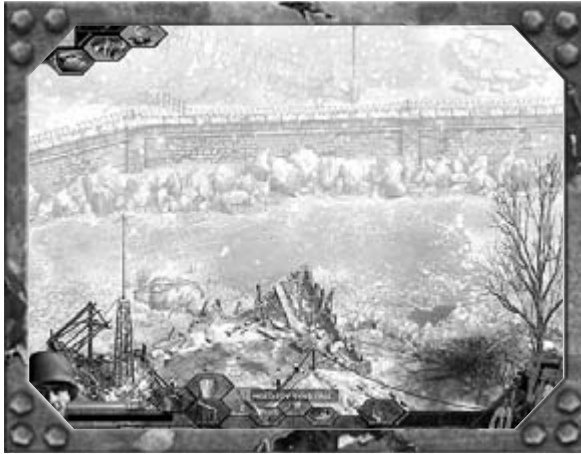
HEALTH BAR

Each of your commandos can take some damage before he is eliminated. You must complete each mission without a single commando dying. It is important to monitor their health. The orange-gold bar with an HP next to it shrinks as a commando takes damage. When the bar completely disappears, the commando is dead.



WEAPONS SELECTION (**Q** AND **W**)

To the right of the health bar is a hexagon, often with a pistol or fist in it. This is your weapons icon. Clicking on it selects the weapon shown. If you right-click on the icon, it opens up a small menu listing all the weapons the commando is carrying. Click on the one you want. You can also cycle through the weapons using the two hot keys.



Use the weapons icon to select the right weapon for the job.

STANCE (**Spacebar**)

In the center of the screen at the bottom are three hexagons. From left to right they are stance, cover, and examine. Stance shows what the commando will do if you click on this icon or press the hot key. The key is to remember that the icon is the opposite of what the commando's current stance is. For example, if the commando is prone, the icon shows a standing person. This is because giving this command orders the commando to stand.

COVER (A)

The second icon in the cluster is cover. Pressing this button causes your commando to pull out his pistol and cover an arc directly in front of him. An orange vision arc appears showing the area he is covering. Your commando will attack any enemy who moves into this arc. To change the arc, hold down **control** and right-click on the map in the direction you want the commando to face. You can also cycle through different weapons. If you have a rifle or submachine gun, select it over the pistol since it has either a longer range or higher rate of fire. Order commandos to cover while you control others. This way they can protect themselves if the enemy discovers them. Covering also allows you to set up ambushes where all of your commandos can attack as the enemies come into range.

EXAMINE (Z)

The third icon in the cluster is examine. Use this order to look in crates for weapons and equipment or to search bodies of tied up or dead enemies. Examine everything you can.



LOCATE ITEMS (F7)

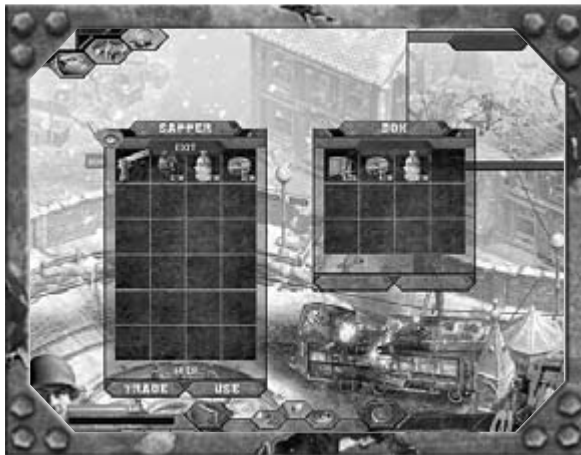
While not an icon on the screen, this function works well with the examine order. Pressing this hot key illuminates all crates, doors, ladders, and other access points on the map. This can be useful when searching a dark building or locating crates around corners.

EQUIPMENT

To the right of the cluster of icons is the equipment icon. This functions in the same manner as the weapons icon. Click on the icon to select the current piece of equipment or right-click to open a menu of what the commando is carrying in addition to weapons.

BACKPACK

On the far lower right corner of the map is a backpack. Click on this icon to open up the inventory screen. Here you can see what your commando is carrying and how much ammunition he has for each of his weapons. If the commando is close to another commando, click on the trade button to open up his backpack so you can transfer items. This screen also appears when examining a body or crate so you can add what you find to your backpack.



The backpack opens the inventory screen where you can see what your commando is carrying.

CONTROLLING YOUR COMMANDO

It's easy to give commandos orders. Once you have selected a commando, clicking on a location on the screen orders the commando to move to that point. If you double-click, he'll run. Running makes noise and attracts enemy attention, so use it sparingly. To perform different actions, use the orders listed above. In many cases, it is quicker to use the hot key than to click on the icon. These orders change your cursor to represent the order. Then click on the target to give the order to the commando. For example, if you want Tiny, the Green Beret, to examine a crate, first press **[1]** to select Tiny, then press **[Z]** to change the icon to examine. Finally, click on the crate. Tiny will walk over to the crate and look inside. This brings up the inventory screen and allows you to move items from the crate into Tiny's backpack. Weapons work the same way. Select a weapon and the icon changes to a targeting reticule for firearms or a representation of the weapon for grenades and Molotov cocktails. If the cursor is red, the target is out of range and you cannot fire or throw the item. There are a number of different orders you can give to each of your commandos. Check out chapter 3 for details on all weapons, equipment, and actions available in the game. No matter what, they all use the same method for giving the order.

CAMERA VIEWS

The gameplay in *Commandos 3: Destination Berlin* takes place on a three-dimensional isomorphic map. The default view is not always the best for the mission, and sometimes you will want to move the view or rotate the view to see around or behind obstacles. Use the cursor keys to pan around the map. To rotate in 90-degree increments, hold down **[Alt]** and then the left or right arrow. When inside a building, you are not limited to 90-degree rotations, but can freely rotate as much as you want. To zoom in and out, press **[+]** and **[-]** on the numeric keypad. You can also use your mouse to pan around by moving the cursor off the edge of the screen in the direction you wish to pan. A mouse wheel rotates the screen.



TIP

Before performing an action, make sure you have the best camera angle. You want to see as much of the commando's movement path as possible while also keeping an eye on nearby enemies.

SAVING THE GAME

Commandos 3: Destination Berlin can be a tough game, and you can plan on making mistakes. Since a mission ends in failure whenever a commando dies, save the game early and often so you do not have to start over from the beginning. The main way to save a game is to press **[ESC]** to exit to the menu, then save the game in one of the available slots. This is a good thing to do after completing major sections of a mission. However, you should use the quicksave function on a regular basis. Pressing **[F9]** during a mission saves the current game to a quicksave file. Every time you press this hot key, it saves over the previous file. To reload a quicksave game, press **[F11]**. Perform a quicksave after every action. If you make a mistake, you don't have to repeat anything you successfully accomplished. You can just go back and try to get through where you had trouble.

THE COMMANDOS



Commandos 3: Destination Berlin, you command a team of six elite warriors. Each has his own special abilities, which are required to complete the game's diverse missions. The following dossiers have been provided to help you get to know each of the commandos and learn their strengths and weaknesses.

GREEN BERET

TINY

NAME:

Jerry McHale

DATE OF BIRTH:

October 10, 1909

PLACE OF BIRTH:

Dublin, Ireland

CURRENT RANK:

Sergeant

HEIGHT AND WEIGHT:

6 feet 5 inches,
220 pounds



BACKGROUND

1929: Enlists

1934–37: Boxing champion in the British army

1938: Condemned to 14 years of forced labor in a military prison for hitting a senior officer

1940: Sentence commuted when he joins the Commando Corps

MILITARY RECORD

Operation on the Island of Vaagso

Promoted to sergeant for his heroic actions. Cut off from his unit and without ammunition, he infiltrated a bunker and eliminated 16 enemy soldiers before returning to Allied lines.

Incursion at Tmimi Airfield

Tiny was given a Distinguished Service Medal after attacking one of the airfield's watchtowers with a bayonet while under enemy fire. Despite receiving light wounds in one arm, he eliminated 15 enemy soldiers before being assisted by his comrades.

ADDITIONAL INFO

Extremely violent character

Serious disciplinary problems

Great initiative and independence; outstanding combat behavior

Expert in close combat and handling bladed weapons

NOTES

Tiny is the leader of the commando team. Because of his incredible ability to infiltrate enemy positions and silently neutralize threats to the rest of the team, you will use him more than any other commando. The knife is his primary weapon of choice. His remote-control decoy can be useful in distracting enemy soldiers' attention away from Tiny or other commandos during a mission.

SNIPER

DUKE

NAME:

Sir Francis T. Woolridge

DATE OF BIRTH:

March 21, 1909

PLACE OF BIRTH:

Sheffield, England

CURRENT RANK:

Soldier

HEIGHT AND WEIGHT:

6 feet 2 inches,
180 pounds



BACKGROUND

Descends from a noble family; famous for his steady pulse

1936: Gold medal in shooting in the Munich Olympics

1937: Enlists in army

1937–39: Stationed in India; singled out as an excellent marksman

1940: Joins the Commando Corps

MILITARY RECORD

Auchinleck Offensive

Duke is awarded a military medal when he kills the commandant of the German garrison in Narvik, Norway, with a single shot at a distance of more than a kilometer while the officer was inspecting the position of his troops.

ADDITIONAL INFO

Very standoffish with his companions

Cold and calculating

Expert marksman, extremely effective, even in situations of great tension

NOTES

While Duke's role in most missions is limited to taking out enemy snipers and distant foes with his sniper rifle, he can also provide covering fire or take part in ambushes using all types of firearms. His sniper rifle has limited ammunition, but he can pick up enemy rifles and ammo from dead snipers, increasing his usefulness. He usually stays back while the rest of the team advances, then is brought forward when his ability to make one shot, one kill is needed.

DIVER

FINS

NAME:

James Blackwood

DATE OF BIRTH:

August 3, 1911

PLACE OF BIRTH:

Melbourne, Australia

CURRENT RANK:

Soldier

HEIGHT AND WEIGHT:

6 feet 1 inch,
181 pounds

SKILLS:

Invaluable in naval
operations



BACKGROUND

Naval engineer, studied at Oxford; very interested in rowing, member for three consecutive years of the team that won the world-renowned regatta between Oxford and Cambridge; great swimmer—he was the first person to cross the English Channel (on a bet)

BACKGROUND

(CONT'D)

1935: Enlists in navy

1936: Promoted to Captain

1938: Demoted to sergeant due to an "incident" during a stopover in Hawaii

1940: Further problems of conduct make the General Staff give him the option of being expelled from the armed forces or entering the Commando Corps as an ordinary soldier

MILITARY RECORD

Dunkirk

Obtains the Military Cross for his heroic behavior in rescuing 45 soldiers who were surrounded on a beach and about to be captured.

ADDITIONAL INFO

Dissolute character who loves having a good time; great gambler
Alcohol problems "apparently" under control

Skills as a sailor make him invaluable in any mission that involves naval operations; his friends say he could probably sail even in a shoebox

NOTES

While all of the commandos can swim, Fins' use of an underwater breathing device allows him to stay submerged and swim right under the enemy's nose without being detected. His spear gun is the only silent ranged weapon in the commando arsenal, and with it he can eliminate enemies near the water and away with stealth. Fins is the one commando who can proficiently operate marine craft.

SAPPER

INFERNO

NAME:

Thomas Hancock

DATE OF BIRTH:

January 14, 1911

PLACE OF BIRTH:

Liverpool, England

CURRENT RANK:

Soldier

HEIGHT AND WEIGHT:

6 feet, 175 pounds

CHARACTER:

Outstanding valor and
daring; rash

SKILLS:

Manufacture of
explosives using almost
any kind of material



BACKGROUND

1933: Joined the fire department in his hometown (Liverpool)

1934: Joined the high-risk explosives department

1939: Joined the army

1940: Volunteers for the Commando Corps

MILITARY RECORD

Operation Chariot

During the assault on St. Nazaire, Inferno was responsible for the explosions that caused a great number of casualties in the German garrison and rendered the installation in the port useless for many months. He was captured during the operation by the Germans; after four attempts in just two months, he managed to escape and return to England.

ADDITIONAL INFO

Outstanding valor and daring; rash behavior

Has wide knowledge of and experience with explosives

Can create explosives using almost any material

NOTES

Inferno's expertise with all types of explosives is vital for several missions. In addition to placing bombs, he can use grenades and the PIAT bazooka. Both are great for taking out concentrations of enemy troops. Inferno can also locate and disarm mines with a mine detector. Once they are disarmed, he can pick them up for use against the enemy.

SPY

SPOOKY

NAME:

Rene Duchamp

DATE OF BIRTH:

November 20, 1911

PLACE OF BIRTH:

Lyon, France

CURRENT RANK:

Soldier

HEIGHT AND WEIGHT:

6 feet 4 inches,
179 pounds



BACKGROUND

1934: Joins the French secret service

1935-38: Chief of security at the French Embassy in Berlin

1939: Enlists in the French army at the start of the war

1940: Joins the Resistance after the German invasion; contacted by the Commando Corps—he collaborates occasionally with the British commandos in special operations

MILITARY RECORD

Spooky has participated in numerous sabotages and has been responsible for the destruction of at least three trains, 14 tanks, and more than 30 land vehicles. His information about the position and movement of the German troops is extremely valuable to the British secret service.

ADDITIONAL INFO

Amiable character; great conversationalist

Feels absolute hatred for the Nazi Germans

Expert in communications and the techniques of infiltration and sabotage

Speaks French, German, English, Russian, and Italian fluently

NOTES

Spooky is in the only commando who can put on a uniform, walk right up to the enemy, and engage him in conversation. His ability with disguise allows him to infiltrate enemy installations and even distract soldiers so the rest of the team can complete their objectives. Spooky can kill silently by injecting poison with a syringe.

THIEF

LUPIN

NAME:

Paul Toledo

DATE OF BIRTH:

March 1, 1916

PLACE OF BIRTH:

Paris, France

CURRENT RANK:

Soldier

HEIGHT AND WEIGHT:

5 feet 2 inches,
107 pounds



BACKGROUND

1916-28: Brought up in a Paris suburb orphanage; ran away at 10 and joined an infant pickpocket gang; arrested at 12 and locked away in the remand home

1928-34: Takes part in multiple far-reaching robberies while involved in spectacular flights from reformatories

1935-39: Becomes a Parisian underworld legend as the thief known as Lupin; charged with big thefts at museums, jewelers, and art galleries—evidence was never found

1940: Betrayed by one of his accomplices and caught in the act of selling loot worth 6 million francs to a Dutch receiver; sentenced to 15 years confined to a maximum security prison; loot from robberies (140 million francs) disappears without a trace

BACKGROUND

(CONT'D)

1940: Escapes when Germans bombard the prison during the invasion

1940-41: Joins up with the French Resistance; works to remove important works of art before the German officials can get them out of the country; contributes a big amount of money to Resistance activities

1941 April: A Louvre assault nets 37 paintings; the Gestapo recruits him; leaves France to shelter in England, where he tries to join up with DeGaulle's France Free Army but is rejected because of his criminal past

1941 May: Comes in contact with Paddy Maine, who signs him up for the Commando Corps

ADDITIONAL INFO

The thief is small and a little burly. Lupin's agility and velocity are exceptional. He is not fond of guns, and he only makes use of them if he is driven to extreme. Reserved, but loyal, he soon gains friendship from his fellow commandos.

NOTES

Lupin is very fast. He can run right past the enemy if needed. His ability to stand right behind a soldier, always staying out of sight, allows him to pick the enemy's pockets for useful items. Lupin is also the only commando who can pick locks, allowing him to open doors and steel cases containing weapons and other equipment.

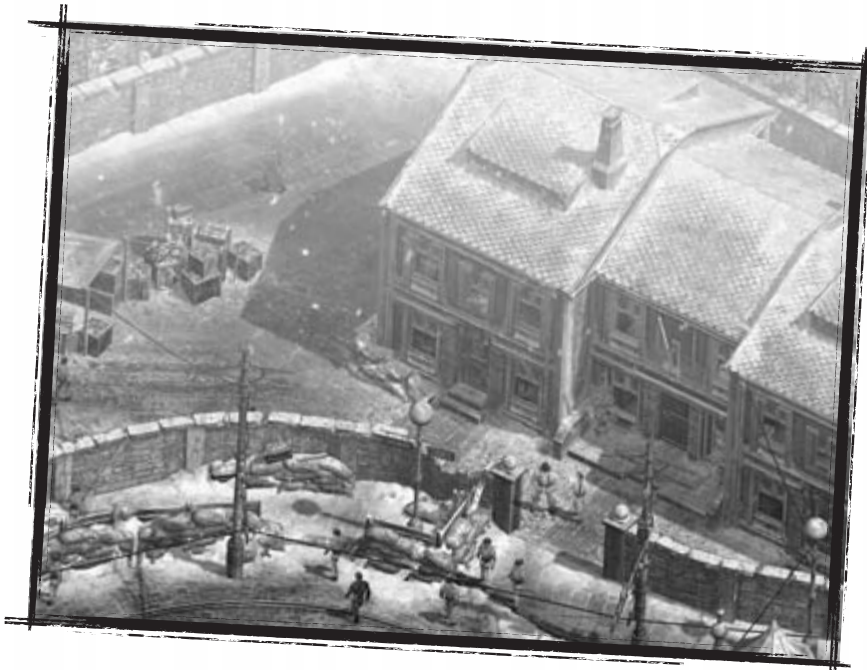
THE ARSENAL



THE ARSENAL

Your team of commandos is well trained in a great variety of different weapons and equipment. In addition, each have special abilities which are necessary to complete the missions. While your team begins each mission with some weapons and equipment, others can be found in crates or taken from the bodies of enemies.

In order to use your commandos to their maximum effectiveness, it is vital that you get to know what they can do as well as those things they can use. While some items can be used by all of your commandos such as firearms, only one or two commandos are trained for some specific items. For example, the Spy is the only commando who can use the syringe of poison or distract enemy soldiers. On the other hand, the Sapper is the only commando who can use explosives. Let's take a look at the different weapons, explosives, equipment, and abilities that your commandos can use to complete their objectives.



WEAPONS

Weapons are some of the items you will use the most during a mission. Whether you must maintain stealth or can rip it up loud and long with a machine gun, you will need to neutralize enemy soldiers in order to get around the map and complete the objectives which you have been assigned. Each commando has his own special way to deal with enemies. In many cases, you will have to decide which weapon fits the circumstance or you could raise an alarm and alert the rest of the enemies to your presence. Here are the weapons you have available to you.

PISTOL



Most of your commandos will begin a mission equipped with the Colt 1911A Pistol. While you may be tempted to use it often, consider it a weapon of last resort. Though you have an unlimited amount of ammunition, it takes three shots to take down an enemy. Therefore, if you are up against more than one enemy, you are toast if you try to take them out with just a pistol. In addition, the pistol makes a lot of noise when you fire it. This can bring more soldiers after you and often end in the death of the commando doing the shooting. However, at times, you may use the noise of a pistol shot to lure enemies into an ambush. German officers always carry a Luger 08 pistol which you can take off their bodies. However, as with all captured weapons, the ammunition is limited.

Used by: All

Inventory Size: 1 space

Maximum charges/shots: Unlimited

RIFLE



Your commandos will never begin a mission with a rifle, but they can capture the Karabiner 98K from enemies. The rifle has a slow rate of fire, but a longer range than the pistol. What makes it even better is that it kills with a single shot. Use the rifle for ambushes and clearing out buildings. Also, because its range is slightly longer than the close vision range of the enemy, you can crawl up to the edge of the close arc and shoot an enemy without him even seeing you. The rifle comes with three rounds of ammo and you can pick up additional three round clips from enemies.

Used by: All

Inventory Size: 4 spaces

Maximum charges/shots: 15

SUBMACHINE GUN



The MP40 Submachine gun can put out a lot of firepower since it fires in bursts. This will allow you to take out a couple enemies standing next to each other with a single click. The main limitation of this weapon is its range which is the same as the pistol. Like the rifle, one shot will kill. This is a good weapon for ambushes where your commandos are hiding around a corner and the enemy cannot engage you at long range. Remember that there is a pause between bursts, so don't think you can take on an entire squad single-handedly. The weapon comes with 30 round clips, but the ammo goes fast so keep an eye on it. If you have the room, pick up a submachine gun for a defensive weapon since it is better than the pistol.

Used by: All

Inventory Size: 4 spaces

Maximum charges/shots: 150

SNIPER RIFLE



The M1903 .30 Springfield sniper rifle is Duke's weapon of choice. He is also the only commando who can use this weapon. Not only does this weapon have a long firing range, it is also silent for the sake of gameplay. Therefore, you can use it for killing enemies at all ranges while maintaining stealth. In most missions, sniper ammo is limited. Not only can it be found on the bodies of enemy snipers who carry the Gewehr 43, but also in crates. A neat feature of the sniper rifle is that it can see into as well as shoot into some windows of buildings. This allows Duke to scout out buildings and even engage enemies, clearing the way before you have to send troops inside. A good tactic when using the sniper rifle, especially if you have the ammo is to shoot one enemy and then take out all of the others that come to investigate. From one position, Duke can kill several enemies, even if he could not initially target them.

Used by: Sniper

Inventory Size: 4 spaces

Maximum charges/shots: 25

TIP

All commandos can carry items even if they cannot use them. Therefore, if one of your team finds sniper ammo, explosives, and the like, they can take it and then give it to the commando who can use it.

ASSAULT RIFLE



This is a new weapon to the Commando Corps. It can be picked up off of the bodies of enemy soldiers. The assault rifle has the same range as a normal rifle, but with a rate of fire comparable to the pistol. The drawback is that it takes two shots to kill an enemy. That is fine as long as you don't have more than two enemies rushing you at the same time.

Used by: All

Inventory Size: 4 spaces

Maximum charges/shots: 15

KNIFE



The Fairburn combat knife is the favorite weapon of Tiny. With it he can sneak up and kill silently. In fact, it is the premier stealth weapon and it never runs out of ammo. While

Tiny likes to get in close with the knife, Fins has the ability to throw it with great accuracy and eliminate targets at medium range. The problem is that he must then retrieve the knife in order to use it again. Look for extra knives in crates so that Fins can attack several enemies in quick succession before he has to pick up the knives again.

Used by: Green Beret, Diver

Inventory Size: 1 space

Maximum charges/shots: N/A

PIANO WIRE



The piano wire is Lupin's stealth weapon. It functions in the same way as the knife does for the Green Beret with one exception. Lupin must approach an enemy from behind or the side in order to use it. If the enemy turns around and faces Lupin, he is in trouble.

Used by: Thief

Inventory Size: 1 space

Maximum charges/shots: N/A

FLAME THROWER



The flamethrower is a rather rare weapon can you will find in few missions. Unlike other weapons with ammo, the flamethrower can fire as long as you hold down the button until it runs out of fuel. It is good for taking out groups of enemies and can even detonate explosive barrels. The only limitation is that it cannot be used to attack vehicles at different elevations such as up or down a flight of stairs.

Used by: Sapper

Inventory Size: 4 spaces

Maximum charges/shots: 500

BAZOOKA



The PIAT anti-tank weapon, also referred to as a bazooka, gives the Sapper the ability to take out enemy vehicles. While armored cars will be destroyed by a single hit, tanks

require two rounds. However, its utility is not limited to vehicles. It can also function like a grenade launcher as it will explode at the point where the cursor is located. Therefore, fire in the middle of a group of enemies to eliminate them all with a single blast. The bazooka can also be used to detonate fuel tanks.

Used by: Sapper

Inventory Size: 4 spaces

Maximum charges/shots: 6

HYPODERMIC SYRINGE



The Spy's method of attacking silently is the syringe filled with poison. Since Spooky cannot knock out enemies, this is how he operates. The effects of the poison depends on the amount administered. One does

makes the target woozy, dazing him for a bit. Two doses knocks out the victim. However, unless he is tied and gagged, the enemy will eventually wake up. Three doses will kill the target. In most cases, you will want to use only two doses to conserve poison. The syringe can be refilled by giving bottles of poison to Spooky.

Used by: Spy

Inventory Size: 1 space

Maximum charges/shots: 15

EXPLOSIVES

While explosives may also be considered weapons, they are included in a separate category because of the way in which they are used. With one exception, only the Sapper can use these devices.

SLEEPING GAS GRENADES



This is a great stealth weapon for knocking out groups of enemies at a distance. When thrown, it will create a cloud of gas over a small area, knocking out anyone in the area—

including commandos. However, the cloud quickly dissipates. The targets will wake up after a short time, so tie and gag them if you want them to stay down. One of the nice features of this device is that it does not cause an alert. Since the enemies are not tied up or dead, other soldiers will not come over to investigate. Also, those who were gassed will not go on alert when they wake up. Therefore, you can use it to knock out an enemy for a bit so you can get past and then let them wake up later. Commandos can enter a gas cloud without effect if they are wearing a gas mask.

Used by: Sapper

Inventory Size: 1 space

Maximum charges/shots: 10



HAND GRENADE



Hand grenades are one of the best weapons for dealing with groups of enemies. The only problem is that they are loud and will often attract a lot of attention. During missions requiring stealth, hold off on the grenades until the end of the mission when noise is no longer an issue. Grenades take some time to hit the target area from the time you throw them. They will also land where the cursor is when you throw them rather than following a target like a gun will. Therefore, if throwing at a moving target, you will have to lead it so the target is at the point of impact when the grenade hits. Any of your commandos can use hand grenades so the fun is no longer limited to only the Sapper.

Used by: All

Inventory Size: 1 space

Maximum charges/shots: 10

MOLOTOV COCKTAIL



The Molotov cocktail is really quite useful. This incendiary consisting basically of a bottle of gasoline can be thrown like a hand grenade.

However, instead of exploding, it covers an area in flames—killing whatever it comes in contact with. Molotov cocktails work great for taking out groups of enemies and do not make as much noise as a hand grenade. In addition, they work better than hand grenades against APCs. Just one Molotov will take out these vehicles. Like grenades, you have to throw them ahead of moving targets to allow for the time it takes the molotov to reach the point of impact.

Used by: Sapper

Inventory Size: 1 space

Maximum charges/shots: 10

TIMED BOMB



This explosive device can be set by the Sapper. However, once he sets it, he has only 20 seconds to get away before it goes off. While not much good against moving targets, unless you get the timing just right, timed bombs can be great for blowing up vehicles or stationary enemies. Make sure you are away when one goes off. Not only could you get blown up, but the noise will have all enemies in the area come running to see what happened. Because of this, try using them as a distraction—either to lure enemies into an ambush or to make them leave their posts so you can sneak past.

Used by: Sapper

Inventory Size: 2 spaces

Maximum charges/shots: 1

REMOTE CONTROL BOMB



This bomb is a lot more useful than the time bomb. Whenever the Sapper places a remote control bomb, a detonator appears over the backpack. This allows you to place a number of these devices and then detonate them one at a time or all together. One of these will destroy any vehicle including a tank. When you have several of these bombs placed, right click on the detonators to see which bomb it will trigger. For some missions you may want to wait to detonate specific bombs until the enemy approaches. Since each of these takes up four slots, if the Sapper has a lot to place, have another commando accompany him and carry the additional bombs. While the Sapper is the only one who can detonate these bombs by remote control, other commandos can make them go off by throwing a grenade at them.

Used by: Sapper

Inventory Size: 4 spaces

Maximum charges/shots: 1

ANTI-PERSONNEL MINE



At times the Sapper will want to set up an ambush for enemy troops by placing anti-personnel mines across a pathway. Whenever an enemy walks on one, it explodes killing the target as well as anyone nearby.

Commandos and their allies do not set these off, nor do vehicles. Since you are never really sure when the enemy will exactly walk, it is often a good idea to place them in a line across a narrow area to increase the chance that someone steps on one. After placed, the Sapper can pick them up and put back into his backpack for use somewhere else.

Used by: Sapper

Inventory Size: 1 space

Maximum charges/shots: 10

ANTI-TANK MINE



This mine functions in a similar manner to the anti-personnel mine except that it will only detonate when a vehicle drives over it. One of these mines will take out anything—even a tank. As with the other type of mine, you can pick these up and use them elsewhere if they have not been detonated.

Used by: Sapper

Inventory Size: 1 space

Maximum charges/shots: 10

EQUIPMENT

There are a number of different types of equipment used by the commandos during a mission. Some are vital to completing a mission while others make your job a lot easier. Let's take a look at what's available.

EXPLOSIVE BARRELS



While you cannot add these to your backpack, the Green Beret can pick them up and move them around. They can be easily detonated by single shot from a pistol or other firearm. What is really fun is to set them up to form a chain reaction. For example, putting them in a line or between vehicles parked closely together can destroy a line of targets with a single shot.

Used by: Green Beret

Inventory Size: N/A

Maximum charges/shots: 1

CIGARETTES



If you learn nothing else from this game, you will know that smoking can be dangerous to your health. Most enemies you go up against like to smoke. Unless they already have a pack of cigarettes, they will go for any pack lying around in their vision arc. Therefore, you can use cigarettes to lure enemies away from their post and into positions from which you can ambush them. Be sure to pick up the cigarettes when you are done so you can use them again.

Used by: All

Inventory Size: 1 space

Maximum charges/shots: 10

TRAP



The Sapper has the ability to dig a trap to kill any enemy who steps on it. Observe the path a soldier takes and then put the trap where he will step into it. Or you can place a trap in a spot and throw cigarettes on the other side to lure an enemy into your trap.

Used by: Sapper

Inventory Size: 2 spaces

Maximum charges/shots: N/A

DECOY



This device consists of an emitter and a remote control. A commando places the emitter down on the ground and then uses the remote control to cause the emitter to make noise. Any soldiers within hearing range will either turn to look in the direction of the emitter or walk over to investigate what is causing the noise. This can be used to distract or lure enemies.

Used by: All

Inventory Size: 3 spaces

Maximum charges/shots: N/A

DIVING GEAR



When the Diver is operating in a maritime mission, the diving gear allows him to remain underwater indefinitely. He can only change into and out of the diving gear while on land or in a boat.

Used by: Diver

Inventory Size: 2 spaces

Maximum charges/shots: N/A

FIRST AID KIT



During the course of a mission, your commandos will occasionally become wounded. Use a first aid kit to restore some of the commando's health. It will take several doses to complete bring a health bar from near death back to full health. A commando carrying a first aid kit can heal others as well as himself.

Used by: All

Inventory Size: 2 spaces

Maximum charges/shots: 10

ENEMY UNIFORMS



All commandos can wear enemy uniforms. However, only the Spy can wear them for long periods of time. In addition, other commandos will be discovered if they get into the close range view of an enemy. There are three types of uniforms—soldier, lieutenant, and officer. Only the spy can wear the latter two.

Used by: All

Inventory Size: 4 spaces

Maximum charges/shots: 100

WIRE CUTTER



At times, your commandos will need to get through a fence, barbed wire, or a net. This is where the wirecutters come in handy. Just click on the object to cut and your man will make a hole through which you can pass.

Used by: All

Inventory Size: 2 spaces

Maximum charges/shots: N/A

PORTABLE LADDER

The Thief is the only commando who can climb up a wall. However, if he is carrying a ladder, he can then drop it down so the rest of the team can climb up as well. Ladders can be retrieved, but only from the top.



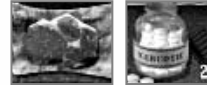
Used by: Thief

Inventory Size: 4 spaces

Maximum charges/shots: N/A

DOG FOOD AND SLEEPING PILLS

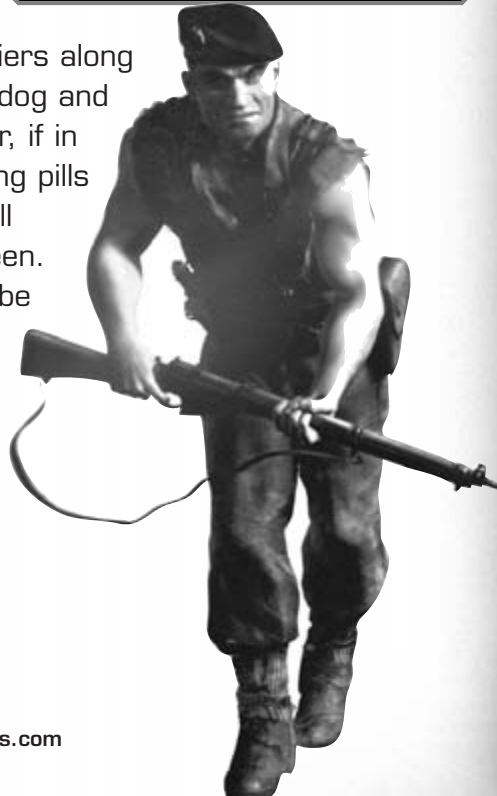
Dogs can be a problem in some missions. Not only do they react to sight and sound, they can also smell. Even if your commandos are hidden from view, a passing dog can find them and attack, usually bringing soldiers along to kill you. The dog food will attract a dog and keep them occupied for a bit. However, if in your backpack, you click on the sleeping pills and then click on the dog food, you will poison the food, causing it to turn green. Then when a dog eats it, the dog will be knocked unconscious for the remainder of the mission.



Used by: All

Inventory Size: 1 space each

Maximum charges/shots: N/A



GRAPPLING HOOK



The Diver can use the grappling hook to scale small walls. In addition, he can string it from one object to another to create a trip line trap. When an enemy walks into it, he will be knocked out.

Used by: Diver

Inventory Size: 4 spaces

Maximum charges/shots: N/A

LOCKPICK



The Thief is able to get into locked objects when he is carrying the lockpick. You do not need to select this item. Lupin will automatically use it if the object he is to open is locked.

Used by: Sapper

Inventory Size: 1 space

Maximum charges/shots: N/A

GAS MASK



This equipment can be put on by the commandos. It must be selected from the equipment menu. When worn, the portrait of the commando will show that he is wearing the mask. With it on, a commando can walk into a cloud of sleeping gas without being knocked unconscious. Since commandos cannot run while wearing the mask, take it off when not needed by clicking on the icon again.

Used by: All

Inventory Size: 1 space

Maximum charges/shots: N/A

ADVANCED SCHOOL



Now that you're proficient with game basics, know your commandos, and are familiar with the weapons and equipment they carry, it's time to discuss strategy and tactics. Strategy is the overall plan for completing a mission—determining what you must do to achieve the objective. Tactics are the steps your commandos take to accomplish the goals, such as how you'll kill a certain soldier or how you'll sneak into an enemy base. You must first form a strategy for a mission, then choose tactics for making the strategy a success.

FORMING A STRATEGY

Each mission requires you to form a strategy before issuing orders to your men. You could probably survive the first few without planning ahead, but not the later missions.

How do you create a strategy? The planning breaks down into four parts—objective, requirements for achieving the objective, implementation, and flexibility.



Zoom out the map at the start and just take some time to look around to get acquainted with the map and what you are up against.

Planning a trip is a good analogy for planning your mission. First, you decide where to go—your objective. Next, you determine how you'll reach your destination—transportation, route, what to take along, and so forth. Then you depart—implement your plan. However, if something in your plan fails, you must cope with the unexpected—that is, you must be flexible. For example, if the car breaks down or you lose your luggage, you must change your plans accordingly, so you can still reach your destination and do what you planned when you get there.

TIP

For most missions, the walkthrough chapters contain maps of the mission area with numbers indicating enemies or positions from which your commandos can attack the enemy. However, zoom out the map as much as you can at the beginning of a mission and examine it. Note where the enemies are and the routes they walk.

OBJECTIVE

The most important part of planning a strategy is determining your objectives. Many a battle has been lost by failing to identify quantifiable objectives. You receive your objective during the pre-mission briefing. Look over the written orders during the game. Sometimes further objectives show up *after* the briefing. For example, your mission may be to protect a general



**Check your objectives
by pressing **F8**.**

officer. Then, during the mission, you might get an order to move your team to an airplane. Always check your objectives before and during a mission. When starting a mission, zoom out the map and locate your objectives. Also look over the opposition.

PHASES

After determining your objectives, form a plan for achieving them. First, decide how you can accomplish the objective. Some missions involve destroying a building or vehicles. How will they be destroyed? What equipment will you use? Do you have the equipment? If not, how can you get it?



While planning, take a look to examine what the enemy can "see."

Determine what steps to take to achieve your objective. How will your men reach the objective area? What paths or transportation will they use? This is the first, or "maneuver," phase.

Next, if they need additional equipment, locate it and plan how to acquire it. For instance, if you need explosives, are they available to steal from the enemy? The third phase is taking care of business once you reach the objective.

Almost every mission has the three main phases—equipment, maneuver, and execution. The phases may intermingle in more complex missions, because you may have to maneuver to the equipment, maneuver to an objective, maneuver to another objective, and finally maneuver to your means of escape.

TIP

For some missions, it's easier to plan your strategy in reverse: Find the objective and then figure out how to get there from the equipment. Continue backward to the commandos' start position. As you're setting up your route, look and see what opposition you'll face along the way and try to find the path of least resistance.

IMPLEMENTATION

Now that you've divided your mission into phases, it's time to implement your plan. This is where you put your strategy into practice, using tactics to complete each phase.

FLEXIBILITY

In war, a plan rarely survives the first shot intact. It behooves a good commander to be flexible. If you can't complete one of your phases for some reason, modify your strategy to reach its goal. No matter how good your initial strategy, you'll probably have to make minor adjustments when factors you hadn't considered cause problems.

TACTICS FOR SUCCESS

Tactics fit under the "implementation" strategy area. A phase may call for you to clear an area of enemy soldiers; you'll use tactics during the mission to carry out the orders for the phase.

Some missions are like a puzzle: You must determine an order in which to eliminate enemies. These "kill orders" make up a big part of tactics. You also can break tactics down into parts. You'll use all of this to achieve your goals for a phase. Completed phases in turn lead to a successful mission and advancement to the next mission. Now let's look at some good tactics to learn and use.



Usually, it's necessary to kill your foes in a particular order.

PATIENCE

Commandos 3: Destination Berlin rarely rewards rushing into things. At the start of each phase, study the enemies in the area. Observe not only their locations and patrol routes, but also what they can see. In many missions, enemies are positioned to keep an eye on one another. Watch their actions to find the weak link in their defense, such as which soldier you can kill first; this allows you to kill a second soldier, and so on. If time is a concern, save the mission at the beginning of a phase. Then, after studying the enemy, restart the mission at your save and continue, with no penalty for your planning time.

The other reason patience is important is timing. Many times you must wait to kill a soldier until another soldier or soldiers look or walk away from you. When multiple soldiers are involved, you may have to wait for them to make several rounds before all enemies are looking away from your target at the same time.

STEALTH

You command a team of one to three men, *not* an armored division. Your team can't go barreling in with guns blazing. Stealth and surprise are your greatest allies. If you think there are a lot of enemy soldiers, just wait until an alarm sounds and reinforcements come running toward you. The key to success is to stay out of sight and operate silently. As we pointed out in chapter 1, your enemies not only can see, but can hear and yell out warnings and alarms, as well. You want to move across the map unobserved. Many times, enemy soldiers present obstacles to your movement. Then you must kill them unnoticed before you can continue.



The Green Beret can kill stealthily with his knife.



Killing silently isn't always enough. A dead soldier is a dead body: if other enemy soldiers see it, they'll come to investigate and may catch you. They may also sound an alarm and ruin your advantage of surprise. If other soldiers lurk in the area, you must either kill enemies where their bodies will fall unseen or physically hide the bodies afterward. All of your commandos can pick up and carry bodies, so practice taking out an enemy, picking up the body, and hiding it before another enemy comes where he can see you.

ENGAGING THE ENEMY

No matter how carefully you crawl around the map, you'll have to kill or at least knock out and tie up enemy soldiers to reach your objectives. This is war, and war isn't pretty. However, you're seriously—and literally—outgunned. A shooting match can easily leave your men the losers. Enemy rifles and machine guns can kill a lot quicker than your pistol, and even when you use captured weapons, multiple enemies will overwhelm you. Besides, gunfire makes noise, alerting other enemy soldiers to your presence, and a simple individual kill can result in you being outgunned *and* outnumbered. Always try to knock out enemies or

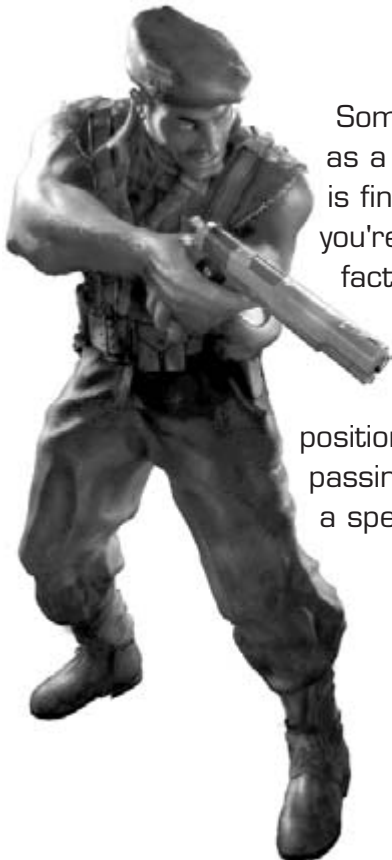


Long-range kills are the Sniper's specialty. If he has enough ammo, he can kill not only one enemy, but also all those who come to see what happened.

kill them silently. Don't let the target know what's happening until it's too late. Every commando can engage the enemy silently. He may use the knife, trap, piano wire, sniper rifle, syringe of poison, or just fists. Silence is supreme, and these are your weapons of choice.

TIP

When you have a choice between knocking out an enemy or killing him silently, weigh these factors: If you are in a hurry, killing is quicker since you can get in and get it done. Knocking out requires that you tie and gag the target—an additional step. However, if there is another enemy nearby, knocking out is quieter than using the knife and may allow you to neutralize an enemy without alerting another.



Sometimes you must use a noisy weapon, such as a pistol, machine gun, or grenades. Doing so is fine if no one except the target will hear, or if you're prepared for opponents to come looking. In fact, making noise works well for luring enemies into an ambush. Other actions can produce a desired result, too. For example, if you plant explosives near an objective, try to position them and time the explosion to kill a passing patrol or soldier. Or use the sound to draw a specific reaction.

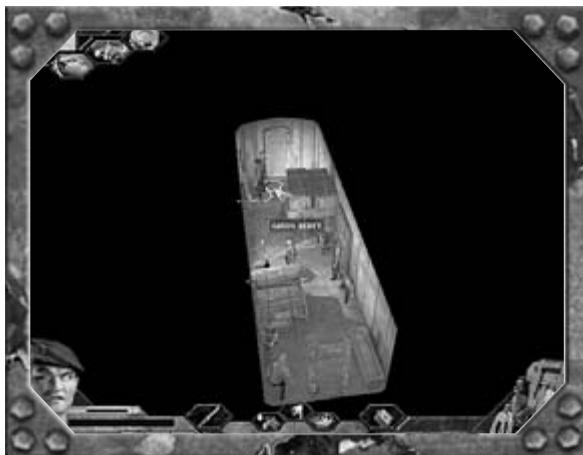
DECEPTION

Deception is a great tool for getting out of tight spots. There are two main ways to deceive the enemy. The first is to distract an enemy's attention. The Spy can do this when he wears a German uniform.

Following the distract command, he walks up to an enemy soldier and addresses him, focusing his attention in one direction. He can

sometimes get the foe to look in different directions or even to move to a different location. The decoy can do the same. Distraction allows other commandos to sneak past the enemy or perform other actions unseen by the distracted party.

Another form of deception is luring soldiers away from their posts to kill them out of sight of other enemies. The decoy is good for this, as are cigarettes, which will attract more enemies. When enemies see cigarettes, they go to pick them up and either walk



The Spy distracts enemies while other commandos complete their tasks.



Enemy soldiers will just die for a cigarette.

into the Sapper's trap or into an ambush. Leaving a soldier's body where he died or moving the body into an enemy's view also works.

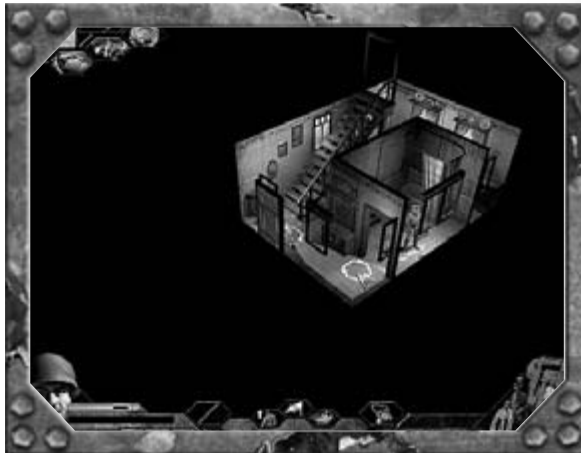
TIP

Don't leave a tied-up enemy where someone can find him. Not only he get untied, but an alert will sound. It is better to use a dead body as a lure or you may have to take on two enemies at once—the one you lured and the one he untied!

The Spy is the master of deception—his fluency in foreign languages and his enemy uniform allow him to walk among the enemy unnoticed. Other commandos can wear captured uniforms for a limited amount of time. However, they must stay out of the enemies' close-vision range.

COVERING FIRE

Each commando can be given the order to cover an area as long as he is equipped with a firearm containing ammunition. The pistol is the default weapon for covering. However, the rifle and assault rifle work much better due to their longer range and increased firepower. As a general rule, if you will be leaving a commando in an area while you are using another for a while, give the commando left behind an order to cover a direction from which an enemy may be likely to approach him. Nothing is more frustrating than completing a difficult objective only to have another



Covering fire is the way to set up an ambush—especially inside a building.

commando discovered and killed. Covering allows commandos to defend themselves. Covering also is an important function when setting up ambushes. Since you can only control one commando at a time, giving all of them covering orders allows them to start shooting as soon as the enemy walks into range.

TEAMWORK

I often refer to your group of commandos as a team. This is not a hastily chosen term. Your commandos, with their unique skills and abilities, must work together as a team to carry out their missions.

Often two commandos must work together to kill a single soldier. For example, the spy may distract a soldier while the Green Beret sneaks up to knife the unsuspecting victim. The Green Beret also can use his decoy to lure an enemy soldier into a trap the Sapper sets. A few missions involve only one commando. These can be tough, though you are assigned the commando with just the right skills. The rest of the missions have two or three commandos in your team because they require skills and abilities not available in a single man.



Your commandos work together to complete the mission.

STALINGRAD MISSION 1: ELIMINATE THE SNIPER



Stalingrad,
Northern Sector

COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

CLASSIFIED

A vast Nazi army has amassed on the outskirts of the city, and attack seems imminent. However, an important meeting must take

place here between a senior Russian officer and Allied General Franklin O'Donnell. This meeting is crucial; the information exchanged could change the course of the war on the Russian front.

We have been informed of the presence of the Nazis' best marksman. He is here to ensure that the meeting does not take place. Do not underestimate him. He will kill as soon as he sets his evil eye on you. So keep your head down.

Good luck, officer. The lives of many are in your hands.



OBJECTIVE

For this mission, you have only one objective. You must take out the German sniper before he kills 17 Russian soldiers. A counter at the top of the screen informs you how many Russian soldiers remain. Within the first minute of the mission, the enemy marksman picks off four or five soldiers. After that, he slows down a bit—so don't rush out and do something foolish.

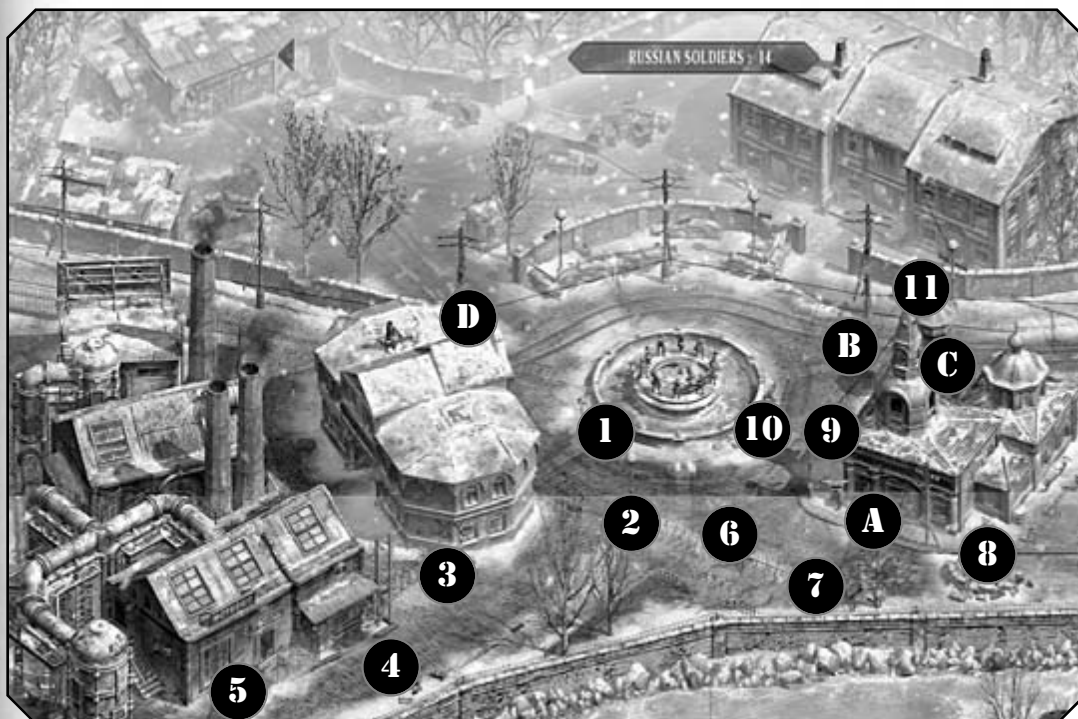
The sniper is quick on the draw. If your commando exposes himself at all, he is as good as dead. Don't crawl out and take a shot. Your commando will be dead before he can pull up his rifle. You have to find some way of hitting the German sniper while he cannot shoot at you.



The German sniper will shoot you as soon as you move into his sights. Waste him before he kills all of the Russian soldiers, your allies.

USING THE MAP

For each mission, a map of the area of operations shows the locations of enemies and objectives. For this mission, the numbers indicate the locations of German soldiers. The letters illustrate the positions the German sniper will move to during the course of the mission. The game allows you to rotate the map, a feature that can help you see around walls and buildings. However, for the sake of directions during the walkthrough, the top of the map provided here is considered north.



ELIMINATE THE SNIPER

At first glance, this mission seems easy. You must eliminate a single German sniper. However, all other German soldiers are spread around a circular intersection centered about a fountain. You command a single commando—Duke, the Sniper. He begins prone near the Russian headquarters building.

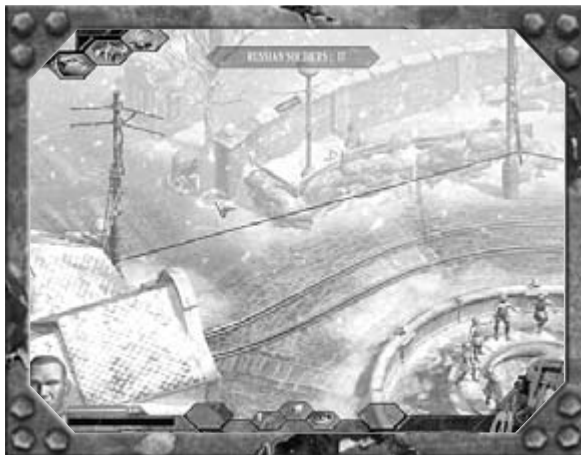


Duke begins near the Russian HQ, hidden behind a wall.

STALINGRAD MISSION 1: ELIMINATE THE SNIPER

While the enemy sniper seems to be taking out Russians at a quick pace at the beginning, he can only shoot five from his first position near point A. To engage other targets, he must move to different points. However, to your advantage, he will not move until you do. Spend some time looking over the map to see what you are up against. If you take too much time, your Russian allies charge into battle, getting themselves killed by the sniper.

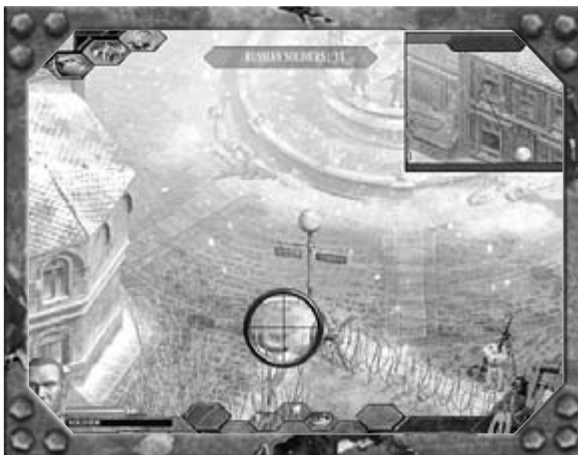
Your Sniper begins with seven rounds of ammunition for his sniper rifle. While he can pick up rifles and submachine guns from dead allies and enemies, Duke only needs his sniper rifle. You can pick up additional rounds of ammo from a couple of crates on the map located near enemies 4 and 8. Press **[F7]** to highlight the crates on the screen. Press **[F5]** to get a quick look at where all of the enemies are.



Crawl to this position between the small shack and the wall.



Take out soldier 1...



...followed by soldier 2.

Start off by sending Duke crawling west to the area between the curved wall and the small shack. As you make this move, the German sniper shifts to position B. As long as you remain prone, your commando is safe. Move just past the corner of the wall and select your sniper rifle. From this spot you can take out soldiers 1 and 2. If your sight is blocked, crawl around a bit so you can hit these two enemies.

STALINGRAD MISSION 1: ELIMINATE THE SNIPER

TIP

Duke, the sniper, is not the quickest draw with his rifle. There are two ways you can get your sight up to take a shot. If the sniper rifle is selected, but the sight is not up, press **control** and the sight will appear. If Duke has moved, he will not raise his rifle to his shoulder until you click the button to fire. With this method, you can send Duke crawling toward a location while keeping the sight on a blocked target. As soon as the target is in the clear, click the fire button. Duke will stop, raise the rifle, take aim, and fire. This allows you to move Duke the bare minimum for a shot. However, it takes time for Duke to take the shot.

If you need to be quicker, such as when a target is moving toward your field of view, try a second method. With the sniper rifle selected, press **Q** to cycle to a pistol or other weapon. Right-click to lower the weapon, then begin crawling to where you need to go. If you see an enemy headed into your view, quickly press **W**. Duke stops crawling and brings up his sniper rifle, ready to fire. Then just center the crosshairs over the target and fire. You must use this second tactic to take out the German sniper and complete the mission's objective.

You might be able to take out soldier 6, who is manning the machine gun, but leave him for later. Start crawling south from the wall and hug the building to the west of where soldier 1 was positioned. As you are crawling, keep an eye out for soldier 5, who appears near the bridge in the southwest corner of the map. This soldier will run down the street and examine the body of soldier 2. As soon as you see him coming, get your sights up and aimed toward soldier 2. When soldier 5 comes into sight, drop him.



While positioned near the side of the building, take out soldier 5 as he runs to investigate what happened to soldier 2.



Soldier 4 is your next target—followed by soldier 3.

STALINGRAD MISSION 1: ELIMINATE THE SNIPER



Stay close to the building as you crawl west until the German sniper moves to position C.

Continue crawling along the side of the building toward soldier 3's position as shown on the map. This officer runs back and forth between this position and soldier 4. As long as you stay close to the building, he will not see you—and neither will the sniper. As soon as you can take a shot at soldier 4, stop and fire.

Wait for soldier 3 to run back by 4, then get rid of him as well. You must be careful now.

If you move into the street headed toward the bridge, the sniper at position B can shoot you. Hug the side of the building as you crawl west. As you near soldier 3's position, the sniper moves to position C, clearing the street for you. Crawl to the crate near soldier 4 and pick up five more rounds for the sniper rifle.



Once the sniper is on the other side of this building, it is safe to move.



Pick up some more ammo from the crate.

With more ammo, you are ready to head northeast down the street. Before you start crawling, take out soldier 6 behind the machine gun and soldier 7 to the east. Now crawl toward soldier 7's position so you can kill soldier 8. If you haven't saved yet, press **F9** now. The next step is tricky.



Soldier 8 is your next target.

STALINGRAD MISSION 1: ELIMINATE THE SNIPER



As you crawl out into the street by soldier 7, the German sniper runs for position D.



Shoot the sniper in the back. This is your only chance to eliminate him without getting shot at.

A crate near the machine gun south of soldier 8 holds five more rounds of ammo. However, you don't need the ammo and going for it will lure you away from your real target. Rotate the map so that west is now at the top and north is to the right. With the sniper rifle selected, press **[Q]** to switch to another weapon, right-click to lower it, and begin crawling to a position in the street between soldiers 7 and 8.

Keep an eye on the German sniper at position C. While you are crawling, he stands up and starts running across the intersection for position D. This is your chance. As soon as he starts running, press **W** to bring up Duke's sniper rifle. By the time the German sniper comes into your field of view, Duke is ready to shoot. Center the running sniper in your sights and fire. Once he is no more, the mission is complete. Don't worry about the other enemies still on the map. Duke automatically runs to HQ and you get your orders for the next mission. Good job!



Duke heads back to HQ for new orders.

NOTE

If you miss the opportunity to take out the German sniper as he heads to position D, you have to get him to move around some more. Take out the soldier who runs between HQ and the map's eastern edge. Then move toward position D to try to get the sharpshooter to come after you. Play around with him until you get another shot with him running away from you. If this is too tough, just quickload to the spot right after killing soldier 8 and try the above strategy again.

STALINGRAD MISSION 2: PROTECT GENERAL O'DONNELL



Stalingrad,
Northern Sector

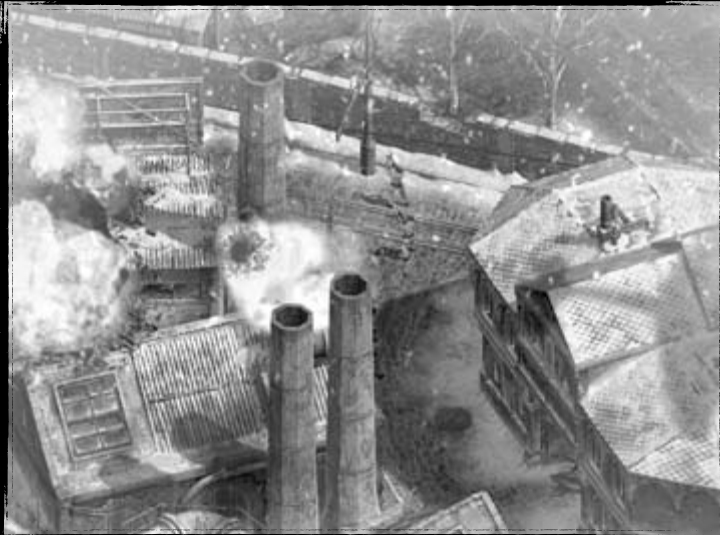
COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

This mission continues on where the last left you. Duke, the Sniper, is joined by two other commandos.

Tiny (the Green Beret) and Inferno (the Sapper) are necessary to complete the objectives for this mission. Your three commandos begin by Allied headquarters. After an enemy air raid, German paratroopers start landing at the airfield on the river's southern side.

CLASSIFIED



OBJECTIVE

Like the first mission, this one requires you to move out right away. Your objective is to protect General O'Donnell, who is in the headquarters building. If the Germans enter the building, the mission is a failure. As the mission begins, the German paratroopers touch down on the airfield. They take a little bit of time to get organized and then cross the bridge and make their way toward headquarters in groups of four or five. Set up ambushes or kill zones to eliminate them all. Your main goal is to push your way to the bridge and hold the northern side, cutting off the enemy at their only way across the river.



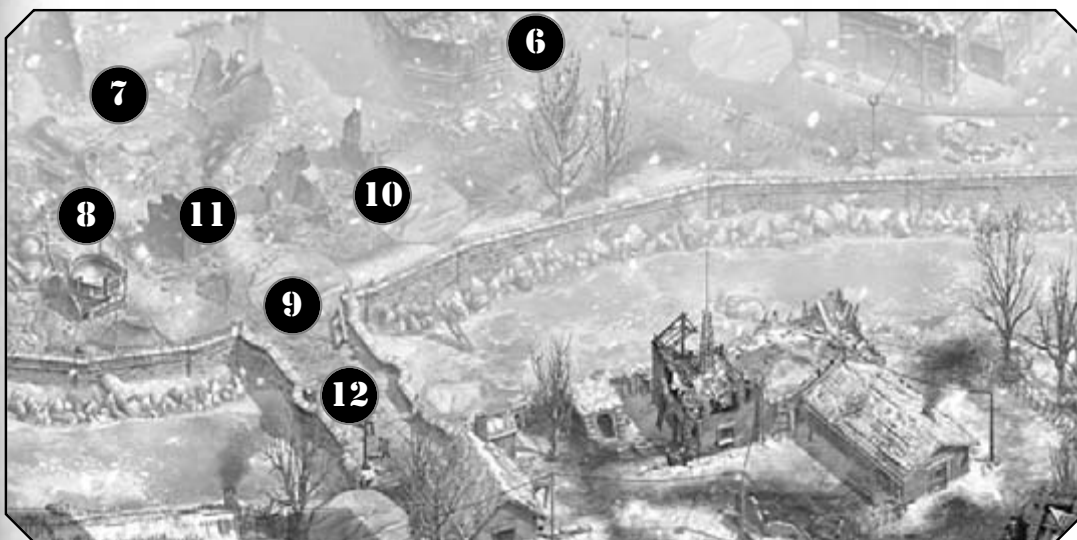
Your team of commandos begins near the headquarters building. Paratroopers are dropping from the sky.

The map can be divided into three major zones—the town, the river, and the airfield. You must secure the first two zones and then complete your operations at the airfield. Grenades and Molotov cocktails play a major role in this mission, so stock up. You also need firearms such as submachine guns, rifles, and assault rifles, which can be picked up off of dead German and Russian soldiers.

THE TOWN

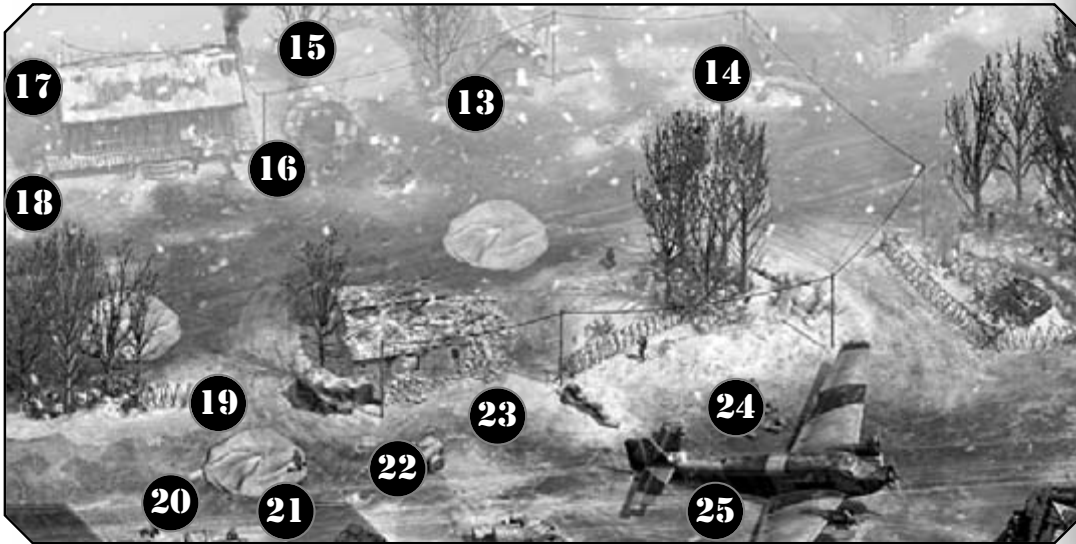


THE RIVER



STALINGRAD MISSION 2: PROTECT GENERAL O'DONNELL

THE AIRFIELD



PROTECT THE HEADQUARTERS

NOTE

This walkthrough may not match your gameplay exactly. Events affect the AI's reactions. For example, how many soldiers a land mine or grenade eliminates and whether the bodies lie in the view of other enemies have an impact on the plot. Every time you play missions such as this one, they vary. Just be on your toes and quick to react to whatever the enemy throws at you.

The area around the headquarters should be familiar. This is where Duke hunted down and killed the German sniper. However, now it shows the devastation of an air raid, and some of the buildings have been damaged or reduced to rubble. The key to a successful mission is a quick start. Select Inferno—the Sapper—and send him to look in the crate near point



Plant mines from this corner of the sidewalk all the way across the street.

1. He scores some land mines, Molotov cocktails, and sniper ammo. Grab it all and run down to point 2. There, you want Inferno to set land mines in a line running northwest across the sidewalk and street. The Germans must run up the street to approach the headquarters, so these mines should buy you some time by taking out at least one or two groups.

NOTE

During the mission, you periodically see paratroopers skydiving onto the map. Each drop warns you that a group of soldiers will soon be advancing on the bridge, crossing it, and then heading down the street toward the headquarters.

STALINGRAD MISSION 2: PROTECT GENERAL O'DONNELL

When Inferno runs out of mines, order him to run for point 3 and check out another crate. Here he finds grenades, first-aid kits, and more sniper ammo. Now send him back to the start area by the entrance to the headquarters.

As Inferno is racing back, send Duke to the shed by point 4. Inside, look in a crate to pick up some sniper ammo, first-aid kits, and Molotov cocktails. Exit the shed and have Duke drop prone with his sniper rifle near the door so he has a view of the opening in the wall between points 5 and 6.

By this time, Inferno should be at headquarters with Tiny. Order both to drop prone and crawl to point 5. Once there, set them up to cover the opening to the west with their pistols by pressing **A** and then **control** right-click to select the area you want them to cover.

Switch back to Duke, select his sniper rifle, and be ready to take out anyone who attacks the other two commandos. A few Germans come this way wearing light green smocks. They operate individually, while the enemies in gray uniforms advance as groups. The Russian soldiers usually take care of them with the backup of Tiny and Inferno. However, be ready with Duke.

Press **F5** occasionally to keep track of where your enemies are. With the falling snow, some can be tough to see, especially if they're behind a building. A German sniper poses a danger. Hold your positions until he comes out to where he can be eliminated by one of your commandos—usually Duke.



Tiny covers this opening in the wall.

Once it looks pretty clear, send Inferno crawling over to the crate near point 6. It holds a grenade and a time bomb. Hide in the corner near the rubble so that Inferno can throw grenades toward the river and eliminate Germans taking cover on the other side of the rubble.



Inferno lobbs a grenade over the rubble to blast a group of enemies.

TIP

Inferno should use grenades for groups of soldiers. If there is only one soldier, or two close together, select a Molotov cocktail. They have a smaller radius of effect.

With Inferno in position, send Tiny over to the same spot to protect Inferno. On the way, pick up some rifles and submachine guns. Order Tiny to cover and aim around the corner of the rubble so that any Germans who come around between the fountain and the rubble will be taken out by Tiny's rifle. Also send Duke around the western side of the map, through the rubble and pipes, to point 7. Stay prone here and wait. Resume control of Inferno and eliminate the groups of Germans as they seek shelter in the rubble. A single grenade should finish off an entire group.

SECURING THE BRIDGE

In between groups of enemies crossing the bridge, and when there are only four Germans by the bridge, send Duke crawling through a pipe to point 8. From there, take out three of the soldiers guarding the bridge near point 9. Then crawl south a bit until he gets the fourth soldier in his sights. Drop him and backtrack to point 8 and stay put.



Duke clears out the soldiers guarding the bridge.

Make sure there are no Germans ready to cross the bridge by moving your view south of the bridge. The groups of paratroopers usually huddle near point 13 for a bit before crossing. When it looks clear, select Inferno and order him to run to point 10 and open the crate to pick up a Molotov cocktail, a grenade, and three land mines. With the new weapons in his backpack, send Inferno to hide in the corner of a destroyed building at point 11. From here he can toss grenades at groups of soldiers as they cross the bridge. When no one is coming, send Duke over to Inferno to exchange sniper ammo for Molotov cocktails.

When it looks clear for a bit, send Inferno out onto edge of the bridge and plant the three land mines across it. Then return to the hiding spot by point 11. Eventually, the Germans push an anti-tank gun across the bridge. It is usually preceded by a group of soldiers. Use Molotov cocktails and grenades to blow up the enemies who get past the mines. If the anti-tank gun gets past, a Molotov will take it out.



Destroy the anti-tank gun with either the mines or a Molotov cocktail.

With the anti-tank gun destroyed, wait to eliminate any more groups that might cross the bridge. While waiting, take control of Tiny and have him pick up ammo for his rifle and assault rifle and then join the others. Position him west of point 9, along the river wall, and order him to cover the bridge area with his rifle or assault rifle. This gives Inferno an extra bit of protection in case a grenade does not eliminate an entire group.



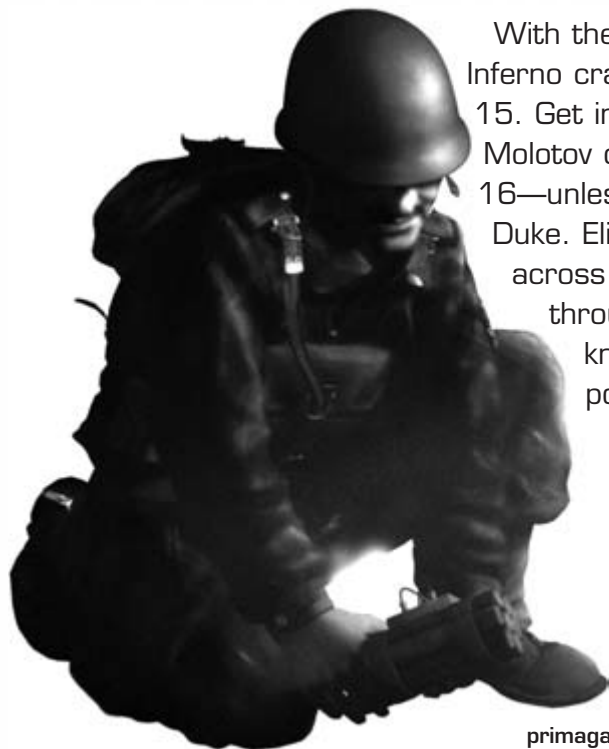
Check to see if there are more enemies headed your way.

STALINGRAD MISSION 2: PROTECT GENERAL O'DONNELL

When there are no more groups of soldiers wearing gray near point 13, begin securing the southern end of the bridge. Select Duke and crawl to a position between points 9 and 11. Maneuver around a bit so that Duke has a shot to point 13 with his sniper rifle. Stay prone and pick off the soldiers in light green posted by 13. Then dispatch any enemies who come to investigate. You can take out eight to 10 enemies in this manner. Watch for the group of soldiers near point 14. At times they run across the bridge after Duke kills some of the soldiers at point 13. If this happens, make sure Duke is prone and send him crawling back to point 8. Inferno and Tiny can take care of the group.



Duke clears out the enemies near point 13. It's an unlucky spot for them.



With the area around 13 clear, send Inferno crawling across the bridge to point 15. Get into position so he can throw a Molotov cocktail at the soldier near point 16—unless this soldier was already killed by Duke. Eliminate this soldier and bring Tiny across the bridge. Stay low and advance through point 17 and down to 18 to knife the soldier guarding this position.

Send Inferno to check out the crate near point 16 while Duke crawls across the bridge. Position him near 16 for now. In the crate, Inferno finds a remote-control bomb, anti-tank mines, and grenades. If the group of soldiers at point 14 is still there, eliminate them to complete your objective of protecting the general. If they have already been dealt with,



The soldiers near point 14 must be eliminated.

continue on to the next section. Have Tiny take up a covering position near point 13. Keep him on the west side of the house covering to the south. Now have Inferno creep toward point 14. Illuminate the view of the soldier facing to the west and crawl south of the soldier's field of view. Get Inferno as close as you can to the group and plant the remote-control bomb. Now have Inferno crawl back behind the house next to Tiny and detonate the bomb. You can use a time bomb instead, but you will have to get crawling right after placing it. Switch to Duke and have him ready to eliminate any soldiers who start to attack Tiny or Inferno. If you stay out of sight, the enemies usually head back to their original positions after a while.



TO THE AIRCRAFT

Once all soldiers have been eliminated, there is no longer any threat to General O'Donnell. As a result, he makes his way from the headquarters to the aircraft in the southeast corner of the map. Don't worry about protecting him. He will make it fine. You have a new objective—get to the aircraft.



Tiny covers this opening in the wall.



Tiny knifes an enemy at point 18

To the east the Germans have an armored car and some more guards around a house. Ignore them. There is no reason even to go over there. Instead, use Duke and his sniper rifle to pick off a soldier at point 19 who is facing north. With him out of the way, send in Tiny and his knife to silently stab two or three enemies with their backs to you. They are at points 20 and 22.

Send Duke to pick up some sniper ammo, first-aid kits, bazooka rounds, and a time bomb from a crate at point 21. All you really need is the sniper ammo. While standing near point 19, have Duke take out the enemy by point 23. When he goes down, the soldier by 24 should come to investigate. Drop him as well. Now get your entire team to point 25 and into the door of the plane to complete the mission.



Duke eliminates an enemy by point 23 and draws a second into his sights.



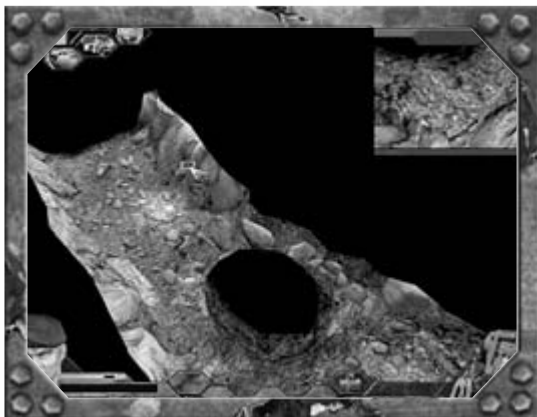
Get your team to the aircraft.

STALINGRAD MISSION 2: PROTECT GENERAL O'DONNELL

ALTERNATE TACTICS

Other strategies exist for completing this mission. For example, if your commandos enter a pipe near the bridge, south of point 8, they can slip into the river and swim east to a crack in the ice. Be careful and swim quickly or you will run out of air. This puts you near the eastern end of the map. Here you have to deal with soldiers by the house and the armored car. Although this vehicle may seem formidable, especially since you have to approach it from its front and within its vision arc, just send Inferno crawling. A single Molotov cocktail will do the job. Use grenades and ambushes to take out the rest of the soldiers in the area and make your way to the aircraft.

One of the crates near the aircraft contains a bazooka. If you advance down the west side of the map, skipping the armored car on your way to the plane, you can pick it up. Use it to destroy the armored car and some of the soldiers in the area before running for the plane to make your escape.



Swim for the light.



Inferno demolishes the armored car with a bazooka.

STALINGRAD MISSION 3: KILL THE TRAITOR



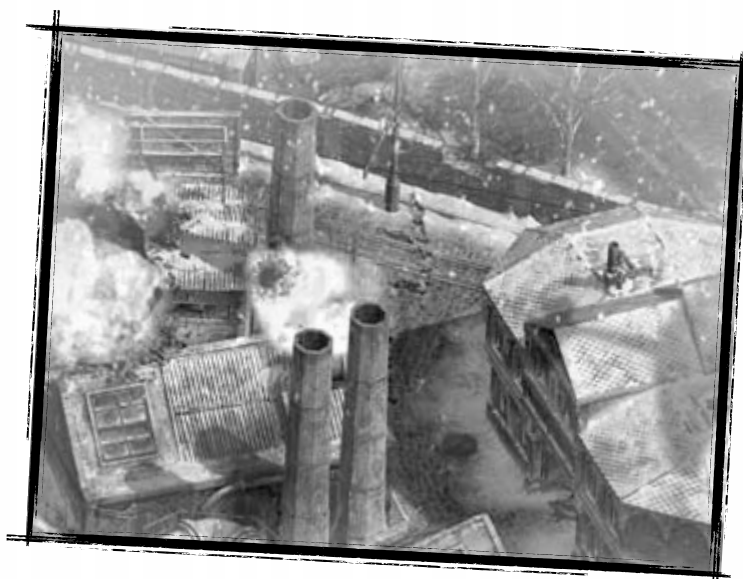
STALINGRAD MISSION 3: KILL THE TRAITOR

COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

CLASSIFIED

After successfully defending General O'Donnell from the German attackers, the General runs for the nearby airstrip and boards a plane. Since he is still supposedly under your protection, the commandos are ordered to follow him to the plane. Once aboard, they learn that they have been duped. O'Donnell was not trying to escape from the Germans—he was trying to escape to the Germans. Tiny, Duke, and Inferno find themselves the prisoners of the Germans and the traitor they risked their lives to protect. After having all of their weapons and equipment taken away, the commandos are forced to endure a long flight to an unknown location, only to be taken to a cell and detained.



OBJECTIVE

This mission is really quite tricky. Your team of Commandos has been captured and transported to Berlin. There they must escape from their prison and kill the traitorous General who betrayed them. The mission offers you three different ways to deal with the General. You can have the Sniper take him out as he walks to his car. The

Sapper can blow up the car with him in it on his way to the German headquarters. Or, you can have the Spy infiltrate the traitor's residence and poison him. While the first two sound exciting, the best way to complete this mission is to let the Spy do the job.

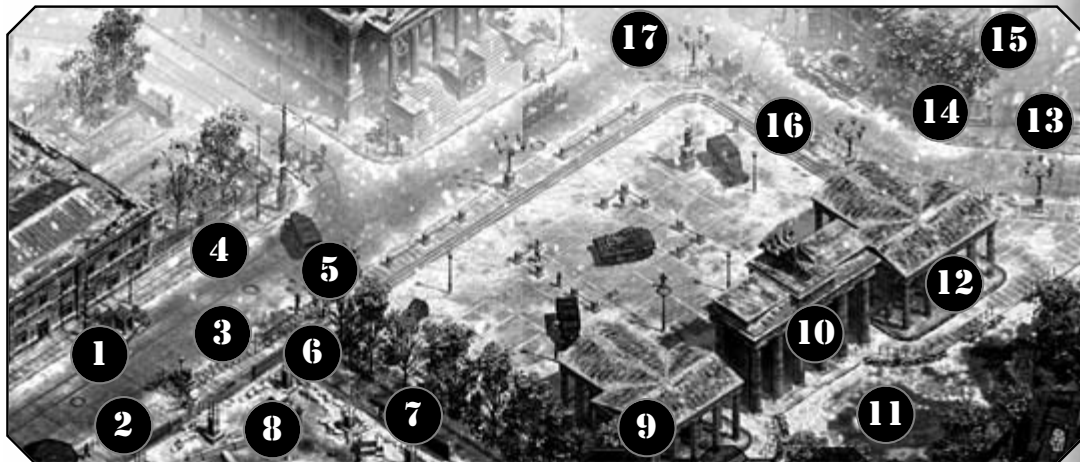


Tiny begins the mission in a cell.



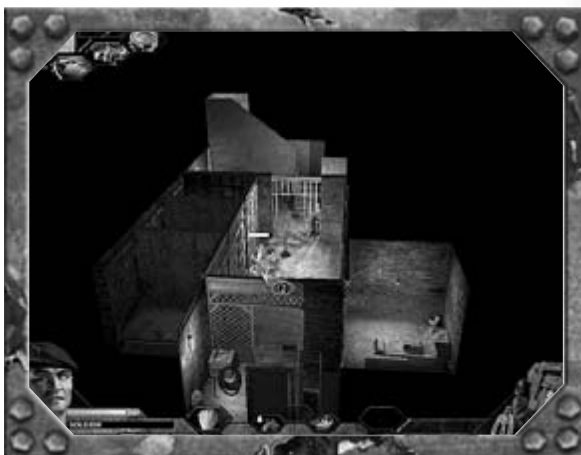
STALINGRAD MISSION 3: KILL THE TRAITOR

BERLIN



KILL THE TRAITOR

The mission begins with Tiny in a small cell. Select him and then activate his only weapon—his fist. Wait for a guard to come in, then knock him out. Tie and gag the enemy and then peek out the door. Wait for a soldier to walk across the aisle and look into a cell across from Tiny's. Open the door, exit the cell, and knock out this soldier. Tie and gag him. Tiny should then enter the adjacent cell to find Duke and Inferno.



Knock out the soldier while he is across the aisle.

Have all three exit the cell and head for the door away from where the other two enemies are located. Send Tiny in first. There is a worker inside. Knock him out, then tie him up. In the room you will find a crate. Open it and get Tiny's gear. Send the other two Commandos through the door by the crate into another room which contains two crates. One crate contains a pistol and some cigarettes while the other has sleeping gas, grenades, and a couple gas masks. Distribute the items among the Commandos who can use them.



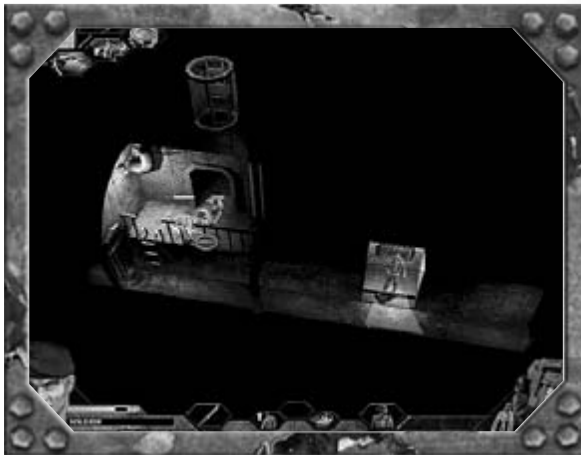
The Commandos can find their equipment in crates.

TIP

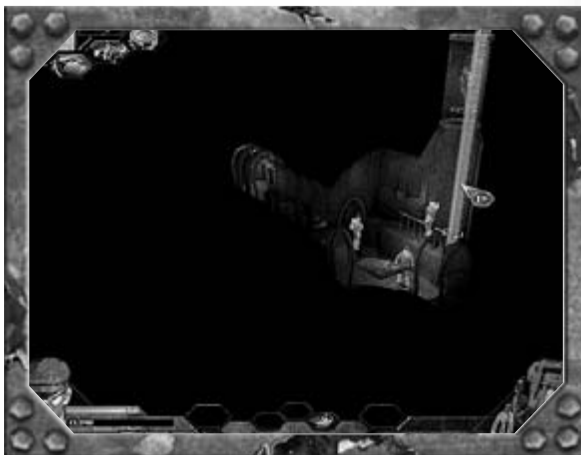
In the room next to the cells where the two enemies are, you will see a crate. You can knock out both enemies if you time it right. However, all that is in the box is a pistol, which you really don't need.

STALINGRAD MISSION 3: KILL THE TRAITOR

Get your team back into the room with Tiny. Then send the Green Beret through the third door in the room. He will come across another worker. Deal with the enemy, then head down the ladder into the sewers. Tiny will end up behind a soldier; another walks back and forth to the left. When the walking soldier moves away, have Tiny knife the standing soldier and carry the body back to the base of the ladder. Take the soldier's uniform and submachine gun. Again wait for the walking soldier to turn and move away. Hop down the little ladder and take up a position to the side of the soldier's alcove. Take out the submachine gun and shoot the enemy when he walks into view. Take his ammo and continue past the body to the next door.

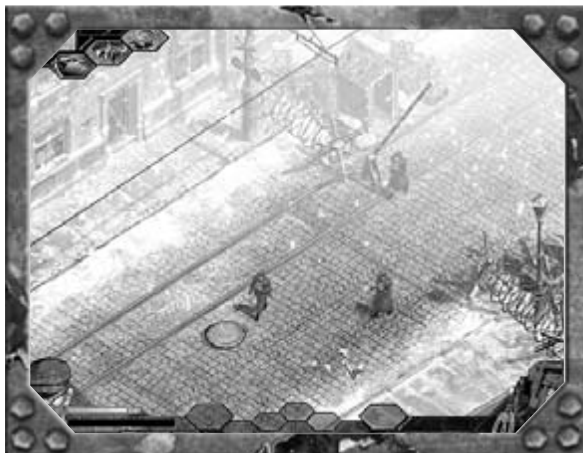


Knife the standing soldier and then carry his body back to the ladder.



Spooky climbs the tall ladder to peek out through the manhole.

In the next room, Tiny will meet up the Spooky, the Spy. He informs you that you are now in Berlin and of the three options for killing the traitor, the best is the Spy and poison plan. The others are more perilous and will result in alarms, thus making your escape much more difficult. Duke and Inferno will automatically rejoin you at this point. Give Spooky the enemy uniform and have him put it on. Then order him to climb up the ladder and peek out through the manhole. This will allow you to see the outside map. The big assembly at the central building is now breaking up. Wait as groups of soldiers walk past your manhole and off the map. Even though Spooky is in uniform, officers, lieutenants, and the soldiers in the long overcoats can see through the disguise. Therefore, wait until they all pass by the manhole at point 1.



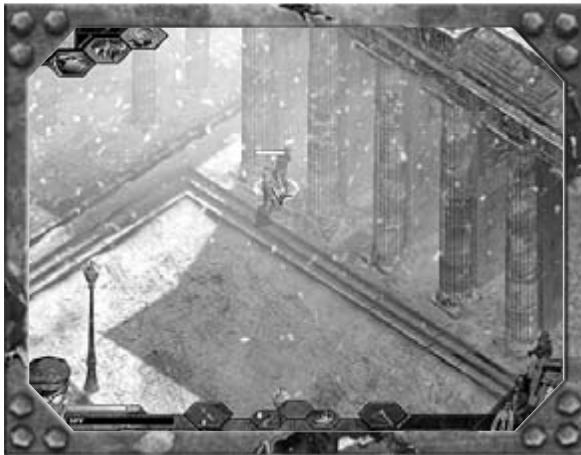
Wait for the soldiers in the overcoats to pass by your manhole.



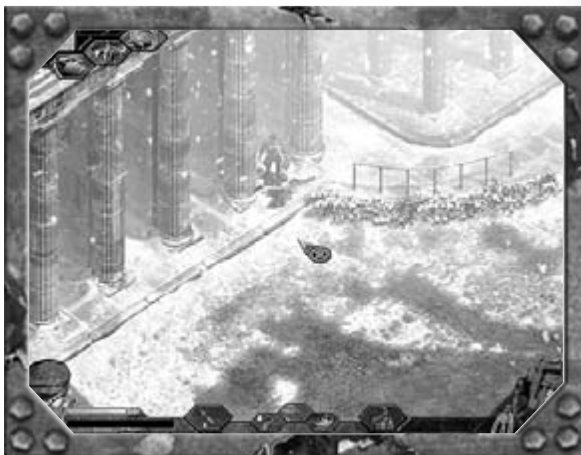
Follow the sidewalk past the construction area.

STALINGRAD MISSION 3: KILL THE TRAITOR

When it looks clear other than the normal soldiers in the light gray uniforms, Spooky can emerge from the manhole. The nearby crate contains some Molotov cocktails which he can give to Inferno to use if necessary. Spooky's first task is to acquire an officer's uniform. To do this, start walking to point 5. Continue around to 6 and then on to 7. Watch out for the Gestapo sergeant near point 8. He can see through the disguise. Continue around the corner at 9 and on to point 10. Rotate the view so you can see the officer on the other side of the pillars. Send Spooky in behind him while he is looking away and give him three jabs with the syringe to kill him. Quickly pick up the body and carry it through the pillars to the other side. Drop the body, take the officer's uniform, and put it on. One of two soldiers will see the body and come to investigate. Kill them both with the poison as well. You can just leave the bodies here for now. If the soldier by point 11 does not come to investigate the body, use the poison to knock him out and then tie him up.



Kill this officer by the pillars.



Then kill any soldiers who see and come over to the body on the back side of the pillars.



Tiny goes after one while Spooky distracts the other.

Now head back to the manhole at point 1 following the same route you took earlier. There is a soldier who walks around near point 2. When he is as close to the manhole as he can get, Spooky should distract this soldier and keep him in one spot. Have Tiny climb up the ladder and lie prone next to the distracted soldier. Wait for the soldier at point 3 to start walking away, then have Tiny use the knife to kill the soldier by point 2. Pick up the body and click on the manhole to dump the body into the sewer. Tiny should drop prone again so the soldier near point 3 does not see him.

Send Spooky to distract the soldier near point 3 this time, causing the soldier to face toward point 8. This gives Tiny an opportunity to go after the other using the knife. Just make sure the soldiers on the other side of the fence are looking away. Give the soldier the blade and then dump the body in the sewer. Kill the soldier near point 3 as well and dispose of the body.

STALINGRAD MISSION 3: KILL THE TRAITOR

The street in this area is now clear. Tiny can crawl around through points 5, 6, and 7 while nearby soldiers are looking away. Continue all the way to the corner near point 9 and have Tiny kill the soldier there. Carry the body over to point 11 so no one will find it. The area around point 11 is now secure. Using the same timing crawl tactic, get Duke and Inferno to point 11.



Tiny takes out the soldier at point 9.



Regain control of Spooky and send him over to point 15. Near the car is a ladder leading up to the lower roof. Climb it and search the crate for more poison as well as hand and sleeping gas grenades. Climb back down the ladder and then walk through point 16 and on to 17. Watch for the Gestapo guide by the corner as well as the soldier in a long overcoat across the street by the central building. When no one's looking, drop down into the manhole at 17. Climb down the ladder to the sewers and walk across to the next ladder. Climb it back out onto the street. On one side of the street are two soldiers in overcoats talking to each other. The opposite side of the street contains two lines of soldiers outside the residence of the traitor.



Spooky heads for the manhole at point 17.



Kill the traitor with the poison.

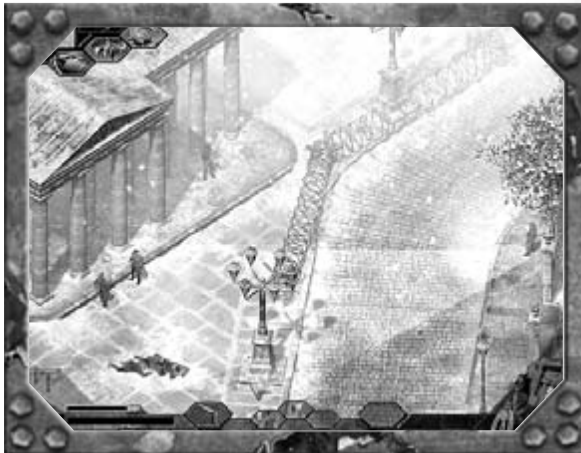
STALINGRAD MISSION 3: KILL THE TRAITOR

Spooky can actually sneak behind them and get into the building. Take out the poison and give the traitor, who is located in the next room, three jabs to kill him. Your main objective is now complete. All that remains is to make your escape. Spooky can follow the same path he used to get here. Exit the building and then sneak back behind the soldiers to the manhole. Climb down into the sewers and then reemerge at 17. Be sure to peek out first to ensure the area is clear. Now continue back to point 12.



Then sneak past the guards lined up in front of the door.

Spooky needs to distract the soldier at 12 so that he looks toward point 16. This will allow Tiny, Duke, and Inferno to crawl across the street to point 13. Be sure to avoid the near vision of the soldiers in the area. Now send Spooky to distract the soldier patrolling near point 15. Get him to face the building. Illuminate the vision arc of the soldier on the low roof. Tiny can crawl around and stay out of this soldier's sight as he advances on the distracted soldier to knife him.

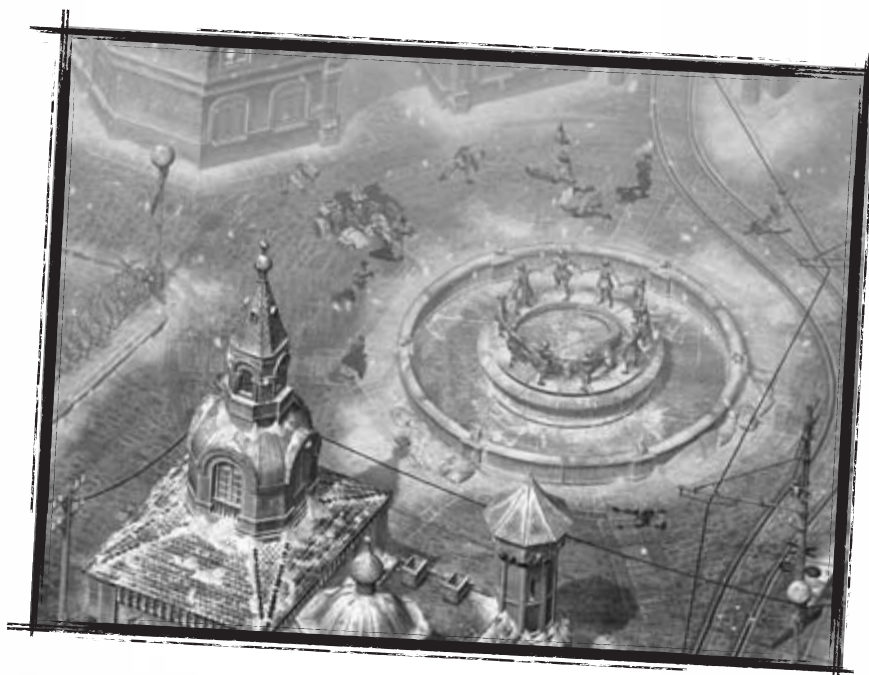


Tiny, Duke, and Inferno crawl across the street while Spooky distracts.

Leave Tiny by the body while Spooky climbs the ladder again. This time, continue to the higher roof and jab the walking soldier twice to knock him out. Tie and gag him. Repeat the process with the soldier on the lower roof. Then climb back down the ladder. All that remains is to get all of your Commandos into the car. Order Duke and Inferno to crawl around the wall by 13 without being seen. Once everyone is in the car, the mission will be complete.



When all the Commandos are in the car, it will drive away.



CENTRAL EUROPE MISSION 1: INFILTRATE THE STATION



Central
Europe

COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

CLASSIFIED

We have received intelligence that the Nazis are attempting to move priceless works of art from occupied France to Germany ahead of the imminent Allied invasion. Once-great museums in Paris and other capital cities are now empty. This valuable cargo is being moved to a small town, from where it will be transferred to Berlin. If the Nazis manage to cross the border, these treasures will undoubtedly be lost forever.

Saint Avold was an insignificant train station a few days ago. Yet today it is one of the most heavily defended places in the Reich. Units from the Wehrmacht are protecting the area, but it is also reinforced by elements from the 1st Division Waffen SS and by the Gestapo. They've set up a security perimeter, and hundreds of troops guard the area. The final shipments of merchandise are now arriving at the station, and yesterday an armored train appeared. We therefore believe that the convoy will leave for the border within the next few hours. We can't attack the convoy from the air, so we have had to come up with an audacious plan. Your mission is to get some men into the station and onto that train undetected, ready to take control once it leaves the station. Meanwhile, you will join up with the Resistance a few miles farther on to transfer the cargo to a collection point on the beach.

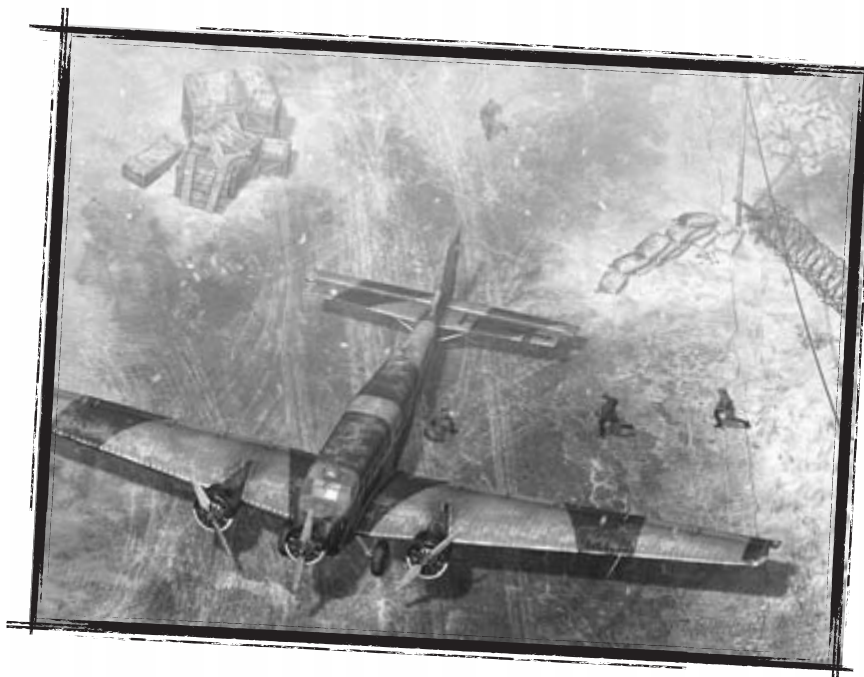
CENTRAL EUROPE MISSION 1: INFILTRATE THE STATION

OBJECTIVE

This mission is straight-forward. You must get both Spooky (the Spy) and Lupin (the Thief) into the train station. The area is heavily guarded. Although Spooky can don a German uniform and fool normal soldiers, the SS troops in the light green Waffen jackets will see right through his disguise. Take special care to avoid being seen by them.



Spooky and Lupin must get to the station.





Lupin lures the soldier with cigarettes.

INFILTRATE THE STATION

Spooky and Lupin begin in the southeastern corner of the map behind some crates. They do not have a lot of equipment, but what they have is plenty. This mission requires stealth—avoiding the enemy instead of engaging them. To start off, select Lupin and have him get out a pack of cigarettes. A soldier patrols nearby. If you use the function to see his vision arc, you will see that as he turns around and heads in your direction, the arc extends past you along the bottom of the map. Throw the cigarettes within this arc so the soldier will walk past you. Crawl up behind him and knock him out. Tie and gag the soldier, then carry him back behind the crates. Switch to Spooky and search the body for a uniform. You can take his weapon if you want, but any gunfire or alert will send the train on its way and result in a mission failure.

CENTRAL EUROPE MISSION 1: INFILTRATE THE STATION

Spooky must put on the uniform and make his way to the guard tower near the tent. Climb up the ladder; when the soldier on top walks around to the east, give him a couple doses of poison. This just knocks him out, so tie and gag him. Descend the ladder and wait near the tower's base. When the soldier patrolling here reaches this area, distract him so he is facing north and away from the creek. Switch to Lupin and crawl up the creek to knock out the distracted soldier. Tie and gag him, then creep back to the cover of the crates



Lupin knocks out the soldier while Spooky distracts.



Spooky poisons the soldier who checks out the body in the creek.

The next part can be tricky, so be sure to quicksave. Wait for the soldier patrolling outside the front of the tent to walk away. Then order Spooky to pick up and carry the knocked-out soldier into the creek, halfway between the tower and the crates where Lupin is hiding. Drop the body before the other soldier turns around. He sees the body and comes over to investigate. You have to be

fast with Spooky and give the soldier two doses of poison. Tie and gag him. Leave both bodies in the creek. No one else can see them.

TIP

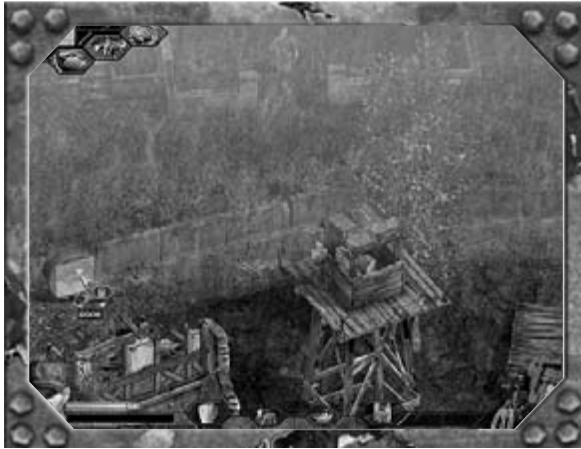
The three soldiers across the ditch from where your team begins are Waffen SS. They can see through Spooky's disguise even with their far vision arc. Keep Spooky away from them.



Send Lupin crawling for the ditch.

CENTRAL EUROPE MISSION 1: INFILTRATE THE STATION

Send Lupin crawling back through the creek to hide by the entrance to the tent. Hold there for a bit. A soldier across the road from the tent walks back and forth between the creek to the south and a ditch to the north. Spooky must distract him while he is near the creek. Switch to Lupin. Creep north right into the ditch. You are just outside of the view of the soldier on the other side. Quicksave again since you have to time the next part just right. Your task is to crawl west in the ditch, under the bridge, and past the guards to a drainpipe. Climb in it. Lupin is safe for now.



He must crawl along the ditch to the drainpipe without being seen. The soldiers cannot see you in the ditch if you are up against the wall nearest them.

Switch back to Spooky. Illuminate the vision arc of the Waffen SS soldier across the ditch from the tent. Move next to the small guard post, in the shadow of the vision arc. Drop prone and crawl into the ditch. Again, you must time it just right and use the sides of the ditch for cover as you crawl for the drainpipe.



Meet up with the Resistance.

Once both commandos are safe in the drainage, follow the pipe to a basement and ascend a ladder into a building. There you meet up with some Resistance fighters. They offer to help you get into the train station. Send both commandos crawling through the opening in the back of the building and out into the area in front of the train station. The Resistance fighters are keeping all of the soldiers in this area occupied. Press **[F7]** to see the door you need to enter.



Crawling through this opening allows you to bypass heavy security.



Watch for this officer in black.

CENTRAL EUROPE MISSION 1: INFILTRATE THE STATION



**Spooky distracts the soldiers while
Lupin crawls for the door.**



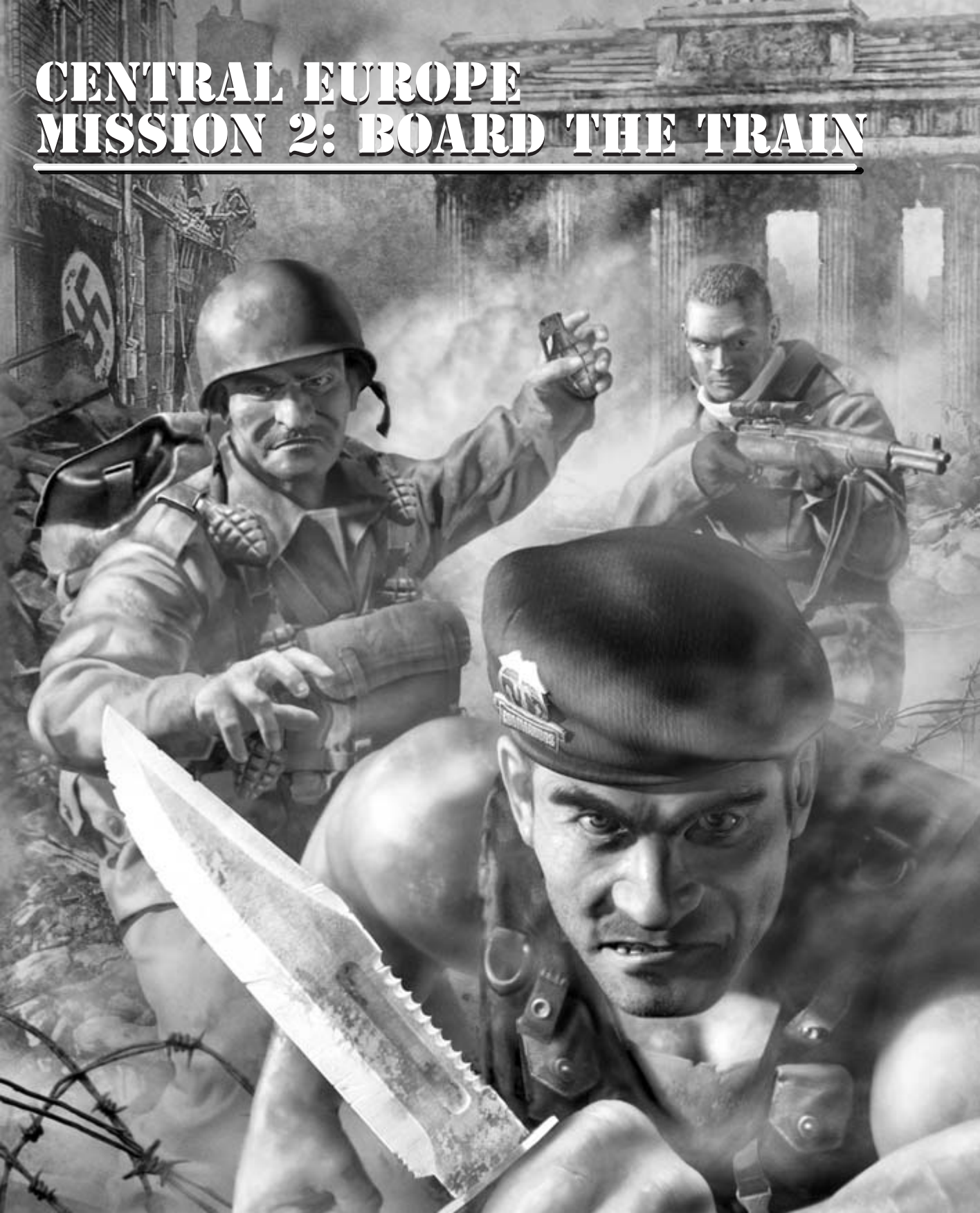
Get your team to the hiding spot.

To the east of you a couple of officers dressed in black can see through Spooky's disguise. One faces the gate while another patrols back and forth. The patrolling officer is the one for which Spooky must watch out. Illuminate his vision arc so you can see what he sees. After he walks toward your team, he faces south toward the gate. This is your chance.

Send Spooky to distract the soldiers by the door to the train station so they are looking eastward. Order Lupin to quickly crawl into the door. Switch back to Spooky, and as soon as Lupin is inside the building, send Spooky walking in after him. Both of your commandos are now safe. All that remains is to get to the hiding place. It is in a closet in one corner of the room. Press **[F7]** to find it. Get both of your commandos down the ladder and the mission is complete.

CENTRAL EUROPE

MISSION 2: BOARD THE TRAIN



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

CLASSIFIED

Spooky and Lupin make it into the train station safely. While the train is being loaded with the priceless artwork, the two Commandos hide out in the station basement. Trucks unload the treasures of the Louvre and other museums and galleries throughout occupied Europe. The two Commandos are amazed at the scope of the Nazi plunder as they clean out anything of value and take it back to Berlin before they have to withdraw as a result of a possible and future Allied invasion. Once it reaches Berlin, the artwork will undoubtedly find its way into the private collections of the Nazi leadership—never to be enjoyed by the public again. It is up to the Commandos to prevent that from happening. Spooky and Lupin are in position to get aboard the train and take it over once it is under way. All of the artwork has been loaded and the train will be departing shortly. Time to get aboard.



OBJECTIVE

This mission is not as difficult or as tricky as the last one. However, there are a couple of spots where you must be careful. The objective for your team is to get from the station to the green passenger car without being detected. Soldiers swarm everywhere, so you will definitely be seen. Disguises are the solution to this mission, and knowing how to use them is the key.



You continue from the same spot where you ended the last mission.

BOARD THE TRAIN

Once again you have Spooky and Lupin for your team. Both begin in the hiding spot. Don't leave it yet. A soldier walks around inside the train station; wait for him to patrol a bit. Select Lupin, but don't let him out of the hiding spot. Instead, illuminate the vision arc of the soldier and watch him.



As the soldier walks away, send Lupin to knock him out.

CENTRAL EUROPE MISSION 2: BOARD THE TRAIN

He eventually comes over by the hiding spot. As soon as he turns around, go after him. Knock him out, then tie and gag him. It is now safe to bring out Spooky. Order the Spy to search the soldier and take his uniform.

After Spooky puts on the uniform, send him out the door of the train station. The area is heavily guarded, but just a few soldiers pose a threat now. One waits next to the door; he doesn't move. The second is to the left when you are looking straight at the station. He patrols back and forth. Distract him so he is looking away from both the station's door and the railroad tracks.



Spooky distracts the patrolling soldier.

TIP

Lupin can wear an enemy uniform. However, he will be spotted if he gets into the close vision arc of an enemy. Also, his captured uniforms only last for a certain amount of time. If you're running out of time, go after another soldier in the room adjacent to the station. Take care of him and grab his uniform to double your time.

Lupin now needs a uniform and must clear away the door area. Order him to drop prone and crawl out the station door. Knock out the guard by the door, tie and gag him, then carry him back into the station. Take his uniform and walk over to the door. For the next step, act quickly. Put the uniform on and walk out of the train station toward the large crane; hop down onto the track. Lie prone and wait there.



Lupin knocks out the soldier by the door.



Keep Lupin by the tracks while Spooky clears the way.

CENTRAL EUROPE MISSION 2: BOARD THE TRAIN

Now switch to Spooky. Send him to the track where Lupin is waiting, then up onto the other side. The green passenger car where you need to end up is directly in front of Spooky. Order him to climb the ladder to the roof. Distract the soldier on the rooftop and keep him looking away from the tracks and the door to the passenger car.



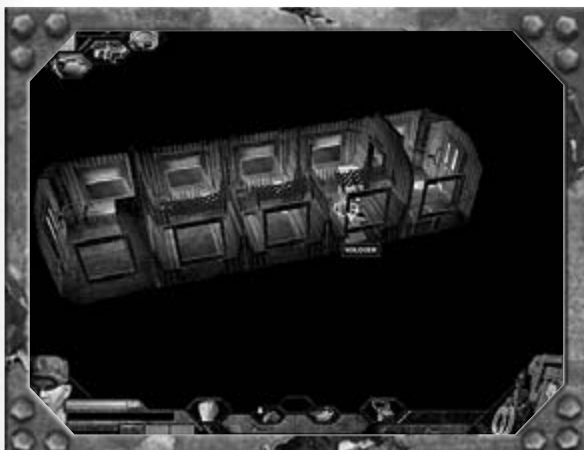
Spooky distracts the soldier on the roof of the passenger car.





Get Lupin into the car.

Regain control of Lupin. Stand up, then climb out of the track area and walk to the passenger car. Enter through the door. Once inside, you see a soldier walking around. Take cover in the corner near the chest. Wait for the soldier to walk into an adjacent compartment and look at the window. This is your chance. Knock out the soldier. Tie and gag him so he is no longer a threat.



Lupin knocks out the soldier in the car.

Now get Spooky into the car. Have him climb down the ladder and walk in through the door. Once both commandos are in the car, the mission is complete.

CENTRAL EUROPE MISSION 3: STOP THE BOMB DEPLOYMENT



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

As the train of artwork leaves the station, German radio intercepts reveal that the Germans know commandos are aboard the train.

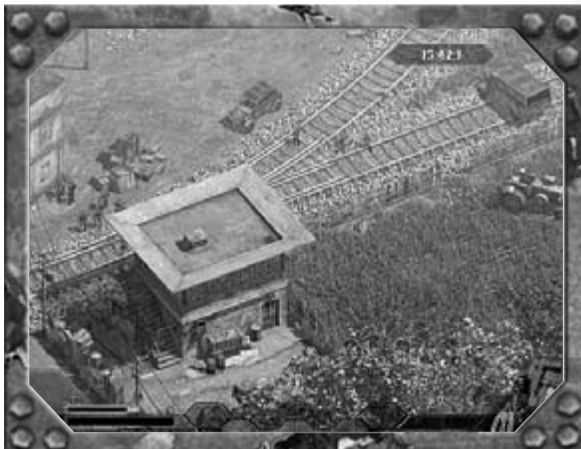
CLASSIFIED

In addition to having loaded more troops before the train departed, preparations are being made at a train replenishment stop to derail the train so that the artwork can be unloaded and transported to Berlin by other means. The last thing the enemy wants is to have the art fall back into Allied hands. To prevent the train from being stopped in enemy territory, Tiny has been sent to clear the tracks so the train will not derail and can pass through and give the commandos time to take over the train.



OBJECTIVE

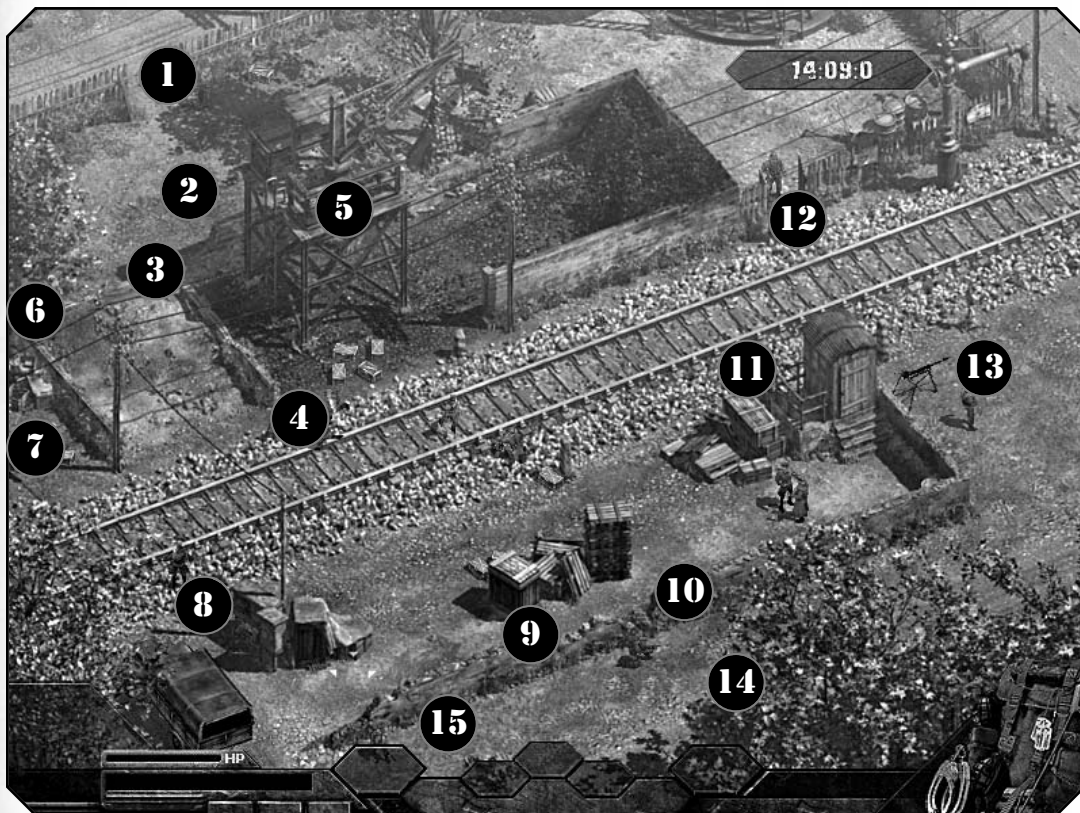
This mission has a 15-minute time limit. During that time, you must eliminate all enemies on the map, including a tank, and drive a truck off of the tracks. That is not a lot of time, so move quickly. You do not start out with much, so look for crates and capture weapons and ammo from the enemy. You only have one commando for this mission. However, since it is Tiny, you should have no problem. Time is a-wasting, so get moving.



You have to get that truck off the tracks before the train arrives.

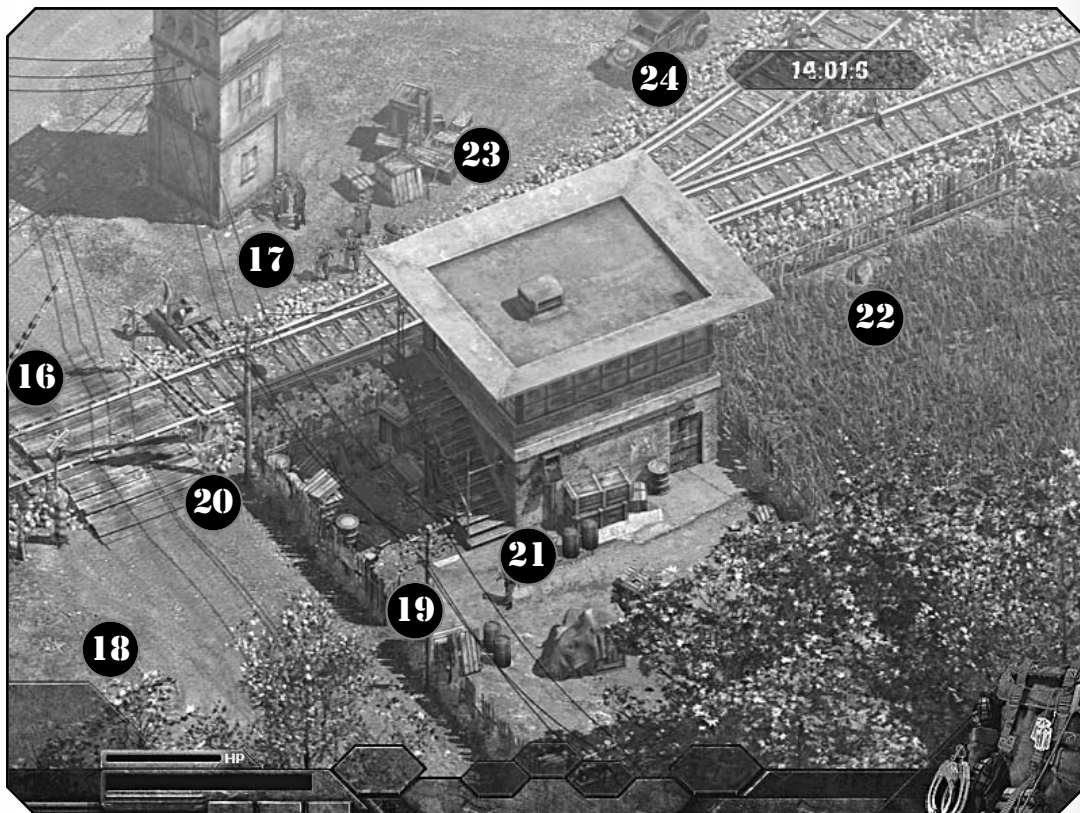


THE CRANE AREA



CENTRAL EUROPE MISSION 3: STOP THE BOMB DEPLOYMENT

THE CONTROL TOWER AREA



STOP THE BOMB DEPLOYMENT

Tiny begins on one of the edges of the map behind a truck. For the sake of directions, we will call the edge south. For most of the mission, rotate the map 180 degrees so that Tiny begins at the top of the map. Get moving. Drop prone and crawl toward the corner of the fence. Wait around the corner from the soldier there until he walks away. When he comes back knife him. Otherwise, a lieutenant will see you and start shooting. Once the soldier is down, carry him along the road and into the trees. Search the body for a submachine gun and some cigarettes. Then crawl west along the tree line.



Wait until this soldier makes a second round of his patrol before you kill him.

NOTE

This mission is different each time you play it. Depending on which enemies you kill with grenades and how the others react to gunshots and bodies, you may find enemies in different positions.

CENTRAL EUROPE MISSION 3: STOP THE BOMB DEPLOYMENT

Two soldiers patrol south of you. One is near the fence at point 1 while the other is near the crane at point 2. Throw the cigarettes to the west on the other side of the rocks. This attracts the soldier by the crane. As he goes for them, stand up and go after him. Give him the knife, then quickly take out the soldier by the fence. Take some time to search the bodies for weapons, ammo, and more cigarettes. Also check the nearby crate for an assault rifle and a couple of grenades.



Throw the cigarettes here.



TIP

You will find lots of submachine guns and ammo on this map. However, you need rifles and assault rifles. Conserve the ammo for those weapons for soldiers and officers. Use the submachine gun for mechanics and luring enemies into ambushes.

Drop prone again and crawl over by the crane to point 3. To the south on the other side of the bins some soldiers and mechanics are setting up explosives at point 4. Take out a grenade and wait until you can target four at once. Throw the grenade. You may be tempted to toss another, but save it for later. Instead, for this position, order Tiny to cover to the west. Fire a burst from the submachine gun to attract enemies, then switch to the assault rifle to deal with them. Use the submachine gun as your lure.



A grenade takes out four enemies.

When they stop coming and the soldier in the crane tower at point 5 is looking east, crawl around the bin to point 6 and then 7. Shoot some more enemies as you make your way to the crate. It holds a couple more grenades and assault rifle ammo. While keeping the cover order, move across the tracks and take out the soldier on the other side at point 8. Search his body for some rifle ammo. Then start crawling down the tracks to eliminate the soldier on the crane tower and any



Knife the soldier at point 10.

CENTRAL EUROPE MISSION 3: STOP THE BOMB DEPLOYMENT

others along the tracks. A soldier on the south side of the tracks lurks by a wall at point 10. Approach from point 9 along the wall and knife him. Crawl around the crates to knock off the soldier at point 11 with one of your rifles. The soldier from 13 usually comes around to investigate. With these enemies all down, backtrack through points 7, 6, and 3 so you can come up behind the soldier at 12. There may be another soldier nearby. Slash them both. Finally, crawl around and knife the soldiers at 14 and 15.



Throw a grenade to blast this group of soldiers or they will come after you later.



Crawl toward the gate until the target is in rifle range.

With the western side of the map cleared, begin taking on the eastern side. Crawl across the railroad tracks toward point 16. Get into position to lob a grenade and blow up the group of soldiers at point 17. Rather than fight here, creep down to point 18. Select a rifle and make sure you have ammo. Slowly crawl toward 19 to take out the soldiers by the gate.

Shooting them usually brings some more from the east. Lob a grenade at point 20 before they arrive, then fire the rifle to down the rest. Reserve one grenade. You will pick up two more by the control tower, but you need three to demolish the tank. Continue on to the crate at point 21; it contains a couple more grenades and assault rifle ammo. You need both. Check the area around 22. Sometimes soldiers lurk in this field. Stand up until they see you, then drop prone. Take up a cover posture aiming at 19. The soldiers come around to this gate to get you.



Ambush the soldiers from the field when they come to get you.



CENTRAL EUROPE MISSION 3: STOP THE BOMB DEPLOYMENT

NOTE

There is no real need to go into the control tower. The lower floor holds a couple of soldiers and some ammo. The upper level has one soldier and some ammo. However, you should have enough, and you do not need to eliminate these enemies to complete the mission.



Make your way toward the mechanics setting up the explosives.



Toss three grenades to eliminate the tank.

Start crawling toward point 17. By now there should be only a lieutenant and several mechanics left. Pick off the lieutenant with a rifle, then use whatever weapons still have ammo for the mechanics. Clear as you go and continue on to point 23, where a crate offers some rifle ammo. Keep crawling to point 24 by the automobile and throw three grenades at the tank to destroy it. Now mop up any remaining enemies. Finally, jump into the truck and drive it off the tracks to complete the mission.



Once you get this truck off the track and have eliminated all enemies, you can continue on to the next mission.



CENTRAL EUROPE

MISSION 4: GET TO THE ENGINE



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

Tiny succeeds in eliminating the German troops at the replenishment stop and clearing off the tracks. As he hears the train

CLASSIFIED

approaching, Tiny commandeers a motorcycle and sidecar and races alongside the train. The train looks heavily guarded with two armored cars with cannons and flatbeds filled with soldiers. There is no telling what is inside the freight and passenger cars. As he catches up to the train, Tiny has just enough time to leap up onto the rear armored car before the sidecar crashes into a track side shack. Now, take control of the train.



OBJECTIVE

This mission combines the results of the previous two missions. Tiny, the Green Beret, requisitions a German motorcycle and races after the train as it runs through the town he just cleared of enemies and explosives. Lupin, the Thief, and Spooky, the Spy, are hiding on the train in one of the passenger cars, surrounded by enemy soldiers.



This mission picks up where the last left off. Tiny is now on the train.

Your objective is to eliminate all enemies on the train. Tiny begins on top of an armored car at the end of the train. The rest of the train, from rear to front, consists of two passenger cars, two flatbed cars, two freight cars, a VIP passenger car, another armored car, and finally the tender and locomotive. The locomotive engine does not have any enemies aboard. You must clear all of the other cars of enemies to complete the mission.



GET TO THE ENGINE

This mission is different from any other you have been asked to complete. You have to work your way from one car to the next, eliminating enemies as you go. Enemies occupy the cars and patrol the rooftops. Spooky and Lupin are in the second-to-last passenger car; enemy soldiers surround them. Let them be for now and take control of Tiny. He needs to clear the way for the other two commandos.



Head into the green passenger car.

Tiny begins on top of the armored car at the rear of the train. Don't enter this car yet. It is filled with soldiers, and just opening the door means certain death. Instead, clear out the first passenger car, which is green. Leave the soldiers on the rooftop alone for now. Walk across the top of the armored car and jump down to the platform of the passenger car. Walk through the door and stop. Knock out the soldier next to Tiny, then tie and gag him. Take his rifle, then pick him up and throw him out the window. You don't want the body lying around to alert other soldiers as you lure them into ambushes.

CENTRAL EUROPE MISSION 4: GET TO THE ENGINE



Plant cigarettes to draw enemies into ambushes.

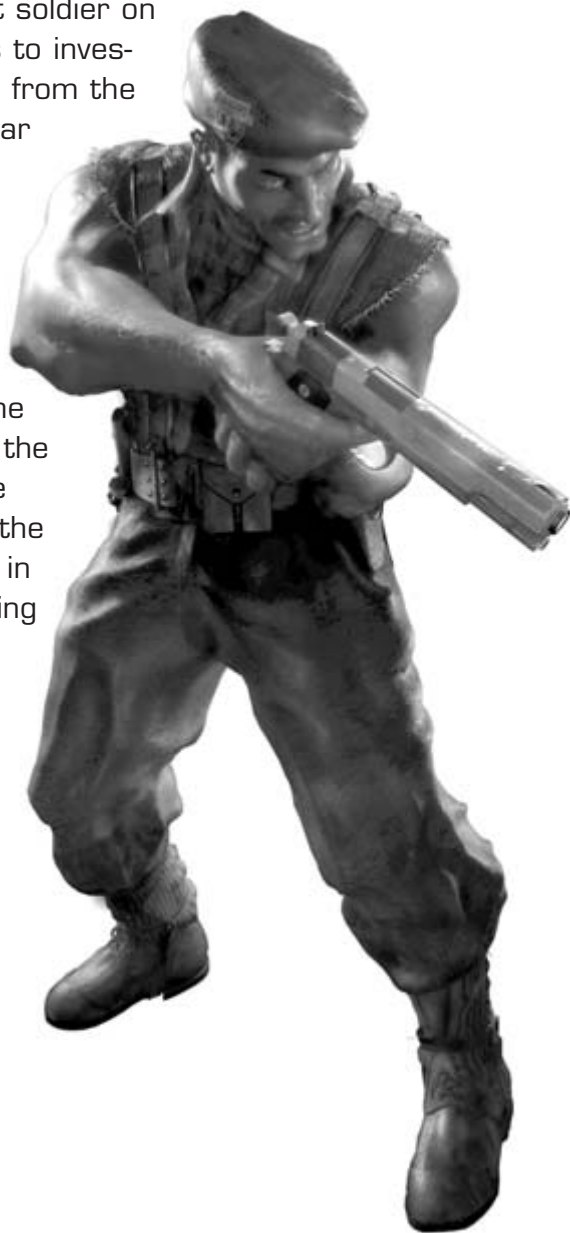
The next soldier stands in the middle of the car. Note where his vision arc moves. Position Tiny in the compartment adjacent to the soldier, then throw a pack of cigarettes into the opposite compartment. When the soldier moves to retrieve the cigarettes, knife him. Take the rifle ammo, then once again dump the body out the window. Use the same cigarette tactic to neutralize the enemy in the white shirt, followed by the lieutenant sitting in the same compartment. Finally, take out the last soldier in the car. Confiscate his rifle ammo and dispose of all bodies.



The rifle is the best weapon for clearing off the rooftops.

With the inside of the car empty, focus on the roof. Exit the way you came and climb the ladder onto the roof. Quickly drop prone and crawl toward the soldier at the other end of the car. Stop at the square vent near the middle of the car, pull out the rifle, and order Tiny to cover by pressing [A]. Tiny automatically shoots the first soldier on the car, then the closest soldier on the red passenger car, who comes to investigate the body. Pick up rifle ammo from the first soldier, descend the ladder near the body, and move to the second passenger car.

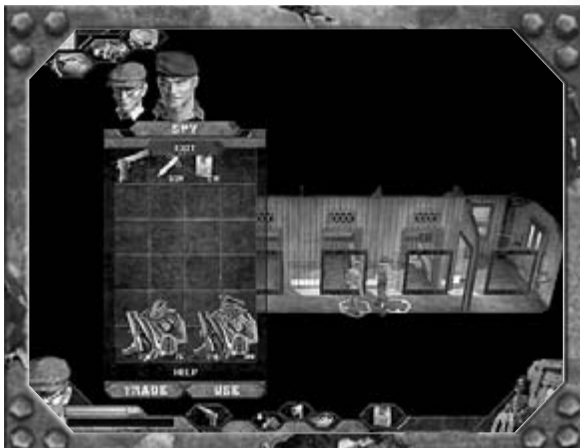
Ascend the ladder and drop prone again. As before, crawl to the middle of the car and employ the rifle and cover strategy to take out the prone soldier facing the front of the train. The rifle shot alerts three of the soldiers on the flatbed car. Remain in position, making sure that Tiny's firing arc covers the ladder, and pick off each soldier in turn as he climbs onto the roof. Although you could knife the prone soldier, the shot lures those soldiers on the flatbed car so you can take care of them now rather than later. Pick up their submachine guns and ammo.



CENTRAL EUROPE MISSION 4: GET TO THE ENGINE

Head to the back of the second passenger car and drop to the platform. Enter the car. An officer stands next to the door. Luckily, he is looking out the window. Slash him. Take his uniform to give to Spooky later and toss him out the window. The next target is the soldier at the other end of the car. Stand in the corner by where the officer was standing and throw a pack of cigarettes in the opposite corner at the end of the aisle so the soldier can see them. When he comes to pick them up, take care of business. Again take the rifle ammo and dispose of the body. Pick up the cigarettes to use later.

Switch to Lupin. He is in the middle compartment with Spooky. Order Lupin to walk into the adjacent compartment and knock out the soldier sitting by himself. Tie and gag him, then take his rifle. Knock out the soldier by the door while he looks out the window. Tie him, gag him, and take his rifle ammo.



Give the officer's uniform to Spooky.

Take control of Tiny again and place the decoy in the corner by where you threw the cigarettes. Move back into the corner by the window and activate the decoy. One soldier comes out to investigate. Knife him, deactivate the decoy, and pick it up. One soldier remains.

Move Lupin so he is standing in front of the compartment where Spooky is waiting. Draw his pistol and order him to cover the aisle facing the rear of the train. Have Tiny knock on the compartment's wall with his fist while hiding in the corner by the window. When the soldier comes out to check out the noise, Lupin kills him with three pistol shots. The second car is complete. Give Spooky the officer's uniform and pick up weapons from all of the enemies. Make sure Lupin has a rifle and lots of ammo.

TIP

Do not kill the lieutenant on the flatbed until you are ready. Once you do, reinforcements come from the armored car at the train's rear.



By distracting the soldier who looks to the rear, Spooky makes it easy for Tiny to come and clear out the flatbed.

CENTRAL EUROPE MISSION 4: GET TO THE ENGINE

The next car you need to clear is the flatbed. You already took care of three of the soldiers here. That leaves six more and a lieutenant. Send Spooky, decked out in the officer's uniform, to distract the soldier crouched down near the crates on the same car as the lieutenant. Spooky can order him to look toward the front of the train. Since he was the only soldier who would look toward the rear, this allows Tiny to come out onto the flatbed. Drop prone and crawl up to the soldiers and knife them, starting from the back of the train and moving forward. Tiny can take out four of them plus the one Spooky is distracting. Send Spooky to distract the lieutenant and order him to look away while Tiny eliminates the last soldier on the flatbed. Don't kill the lieutenant! You want to accomplish some other tasks first. Move the body of the closest soldier so the lieutenant does not see it later.

While Spooky distracts the lieutenant, send Tiny to the ladder of the freight car and wait. Don't go up until the soldier on the rooftop halts near the machine gun on the roof, then walks away. Quickly send Tiny to the roof and have him lie prone. Pull out his rifle and order him to move forward to take out the soldier. The sound of the gunshot alerts the soldier on the second freight car. Move Tiny forward so he can pick off the soldier as he gets to the ladder. The rooftops of both cars are now clear. Pick up some more rifle ammo from the bodies.



Tiny clears off the armored car and the engine tender.

Jump across to the second freight car and lie prone. Crawl toward the machine gun and wait for the soldier on the VIP car rooftop to walk away. Stand up and jump across to the VIP car, then knife the soldier as he is looking to the side. Continue toward the front of the train. Jump across to the armored car and hack the soldier lying prone on top of the center structure, then the soldier below. Climb over the second turret and eliminate the soldier at the front of the armored car. Jump across to the platform at the rear of the tender. The mechanic hears you and hops over the side to punch you. Slash him, then take out the rifle and neutralize the two soldiers at the front of the train. Pick up any rifle or submachine gun ammo you might need as you head back to the armored car.

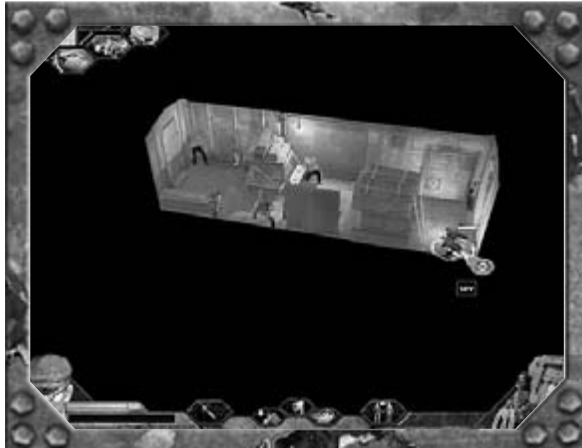
Climb through the hatch into the armored car. There are two soldiers on the level below you. One watches the ladder and the other eyes the side of the car. Without going down the ladder, move to the side of the area where Tiny is and throw some cigarettes to the floor within the vision arc of the soldier watching the ladder—he walks past the ladder. Have your knife ready, then go down the ladder and hack the soldier. Use the knife on the second soldier as well. Retrieve your cigarettes, then search the crate in this car for some grenades. These will come in handy. Climb up and out of the armored car and cross the roof of the VIP car to the forward freight car. Wait on the roof for now.



CENTRAL EUROPE MISSION 4: GET TO THE ENGINE

Switch your control to Spooky. Leave the lieutenant and move through the first freight car and into the second. Inside are several mechanics. None of them are armed, but there are enough of them that punches alone will kill your commandos. One mechanic stands near the door, with a second in the corner. While watching the vision arc of the mechanic by the door,

administer two doses of poison to stun the one in the corner. Tie and gag him. Now distract the white-shirted enemy in the center of the car so he is looking away from the door.



Spooky poisons one of the mechanics in the freight car.

Bring Tiny in through the same door and use the knife to slash the mechanic by the door. Carry both bodies out the door and drop them onto the platform between the two freight cars. Now order Tiny to hide behind the crates and throw cigarettes into the corner by the door to lure a mechanic over. Knife him and carry the body out. Return Tiny to his hiding spot and order Spooky to distract the standing mechanic across from the white shirt. White shirt sees the cigarettes in the corner and goes to pick them up. Tiny can knife him, then carry the body out. Return and knife the prone mechanic. A nearby enemy hears you and comes running. Knife him as well, then carry both bodies out.

Four enemies remain in the freight car. Spooky can stop distracting the standing mechanic and move out of the way. Then have Tiny lure the standing mechanic to the opposite side of the car with cigarettes and use the knife. Carry the body and hide it around the corner. Then use the cigarettes again to lure the white shirt in the far corner to the spot where the standing mechanic was. Knife him and take out the other two in quick succession. Car clear.

TIP

You may be tempted to use a frag grenade in the freight cars to clear them out. Don't! You will damage the art and fail the mission.

Now clear out the second freight car. Only four soldiers stand guard inside—most face the rear of the train. However, unlike those in the last car, these enemies are armed. Send Spooky in first to distract the prone soldier. While this is happening, bring in Tiny to knife the crouching soldier, then the prone soldier. Order Spooky to distract the soldier in the middle of the car and to make him look toward the rear of the train. This allows Tiny to move in and knife him, then the last soldier as well. Have Spooky pick up a rifle and ammo from each of the soldiers. The next step requires everyone to be armed and ready to fight.

CENTRAL EUROPE MISSION 4: GET TO THE ENGINE

Send Spooky out to the flatbed car to distract the lieutenant again while Tiny slips past. Position Tiny and Lupin on the passenger car rooftop so they overlook the flatbed. Lupin should have his rifle drawn and be ordered to cover the area below. Make sure he has a good shot at the lower car. Position Tiny next to Lupin, but back from the ladder with a rifle in order to pick off any soldiers who try to climb up to get your team. When all this is ready, perform a quicksave, since things are going to get hairy.



Tiny and Lupin set up the ambush.

When all are ready, switch back to Spooky and stop distracting the lieutenant. When he is looking away, shoot him with the rifle and go prone. Order Spooky to cover facing the rear of the train. He will take care of anybody who gets past the other two. Once the lieutenant is dead, soldiers come out of the rear armored car and head to the flatbed. Take control of Tiny to deal with any soldiers who climb the ladder. After eliminating the first wave, bring Spooky up to the top of the passenger car with the other two commandos. However, move him toward the rear of the roof and have him lie down with orders to cover the ladder and half of the green passenger car in case the enemy tries to send soldiers in behind your team.

Some of the soldiers have taken up positions in the red passenger car. You need to take them out. Be patient and wait for the enemy to send all of the soldiers out of the armored car. Whenever they leave, a little window opens up to give you a quick warning that the soldiers are on their way. Watch the window to see how many soldiers are still sitting down. Keep your commandos in position until the last group, containing a couple of lieutenants, comes running out. Once they are all down, switch to Lupin.

Lupin is the only commando who can scale walls. He can enter the red passenger car through the side windows. Order him to clamber down the left side of the red passenger car and enter the second window from the front. He ends up right behind a soldier. Knock out the soldier, then tie and gag him. Pick up his submachine gun and throw the soldier

out the window. Climb back out and reenter through the fourth window from the front. This puts you in between two soldiers. Quickly knock out the crouching soldier, then the prone soldier. Tie and gag each. Walk down the aisle and shoot the last soldier.



Lupin scrambles into the car through the window.

CENTRAL EUROPE MISSION 4: GET TO THE ENGINE

It is now time to clear out that armored car at the end of the train. Take control of Tiny and send him back. Outside the door leading into the armored car, drop prone and pull out the grenades. Crawl through the door and throw one grenade at the group in the center and another at the back. This eliminates all enemies in the car. Check out the crate for some more grenades.



Watch the window in the upper right to see when only a few soldiers are left in the armored car.

The VIP car awaits. Send Tiny and Spooky through the train and approach it from the rear. Send Spooky in through the door first to distract the lieutenant. Wait until he is in the corner away from the aisle and tell him to look out the window. Then bring in Tiny to knife him. Slash the officer looking out the window and carry his body to hide behind the corner as well.

Tiny gets to finish off the mission. Crawl out into the aisle so he can throw a grenade right in between the two soldiers guarding the door. As soon as you toss it, throw another. This clears out everyone else in the VIP car and completes the mission.



Tiny explodes grenades to finish off the VIPs.

CENTRAL EUROPE MISSION 5: TAKE CONTROL OF THE TOWN



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

Tiny, Spooky, and Lupin succeed in taking control of the train.

Once they get across the main bridge, they will be out of enemy-controlled territory. They can then stop the train and help the resistance take the art into hiding until the war is over.

CLASSIFIED

Unfortunately, when the train is not stopped at the replenishment area, and all contact with the German troops has ceased, the German leadership assumes the train is in Allied hands. The Germans get troops to the bridge first, and blow it to prevent the train from escaping. The artwork is once again in Nazi possession and the three commandos are taken prisoner.

The art is transferred to trucks which will then take it back to Germany. The commandos learn of these events and send Duke and Inferno to stop the convoy. They find a town, Forbach, which the convoy must pass through. If they can take control of the town, they can then set up an ambush to both capture the trucks of artwork and rescue their fellow commandos at the same time.

OBJECTIVE

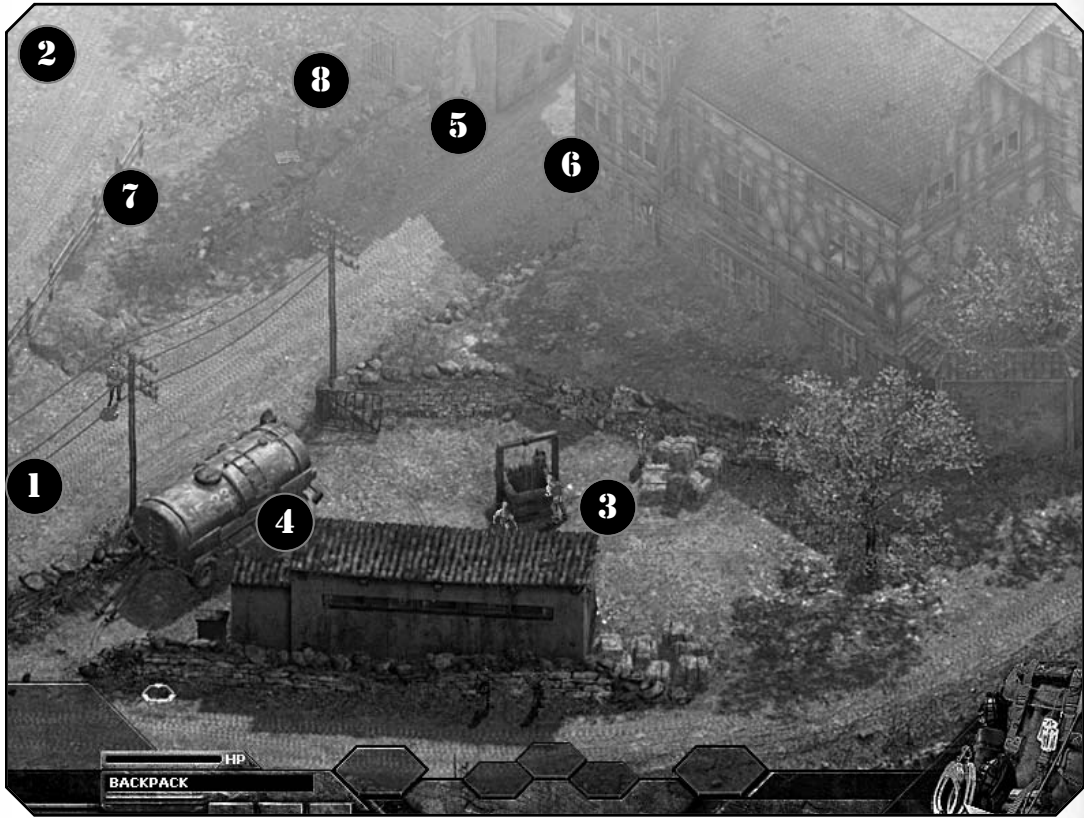
This is a fairly involved mission. With only two commandos, Duke the Sniper and Inferno the Sapper, you must eliminate enemy forces in the town—all the while avoiding an alert. You must prevent any of the three sidecar motorcycles from leaving town or the convoy will be warned of your presence. Stealth is essential while operating outside, but inside the buildings you can make as much noise as you want.



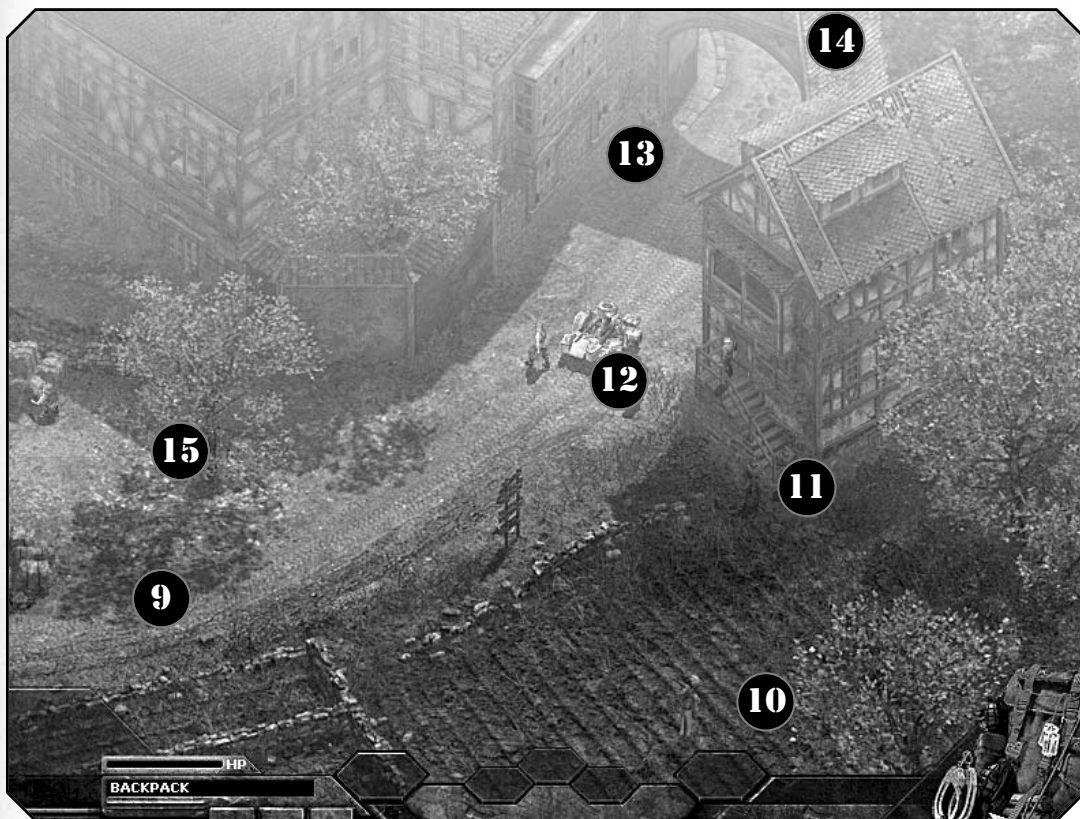
Duke and Inferno have their work cut out for them.

Duke's sniper rifle is your main weapon for silently eliminating enemies outside. While he has a limited number of ammo rounds to begin with, more can be found in crates and captured from enemy snipers. Inferno's gas grenades also come in handy. Although they only knock out enemies for a short period of time, they are quiet. You have a lot of ground to cover, so save often.

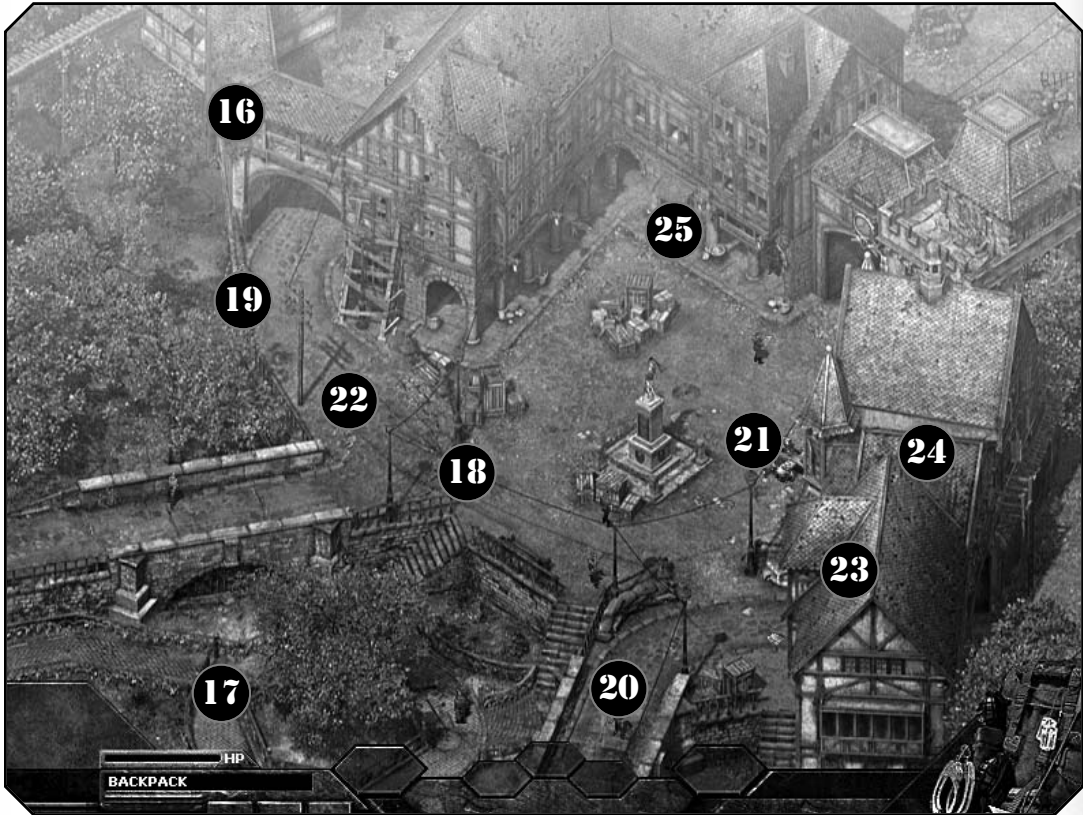
AROUND THE WELL



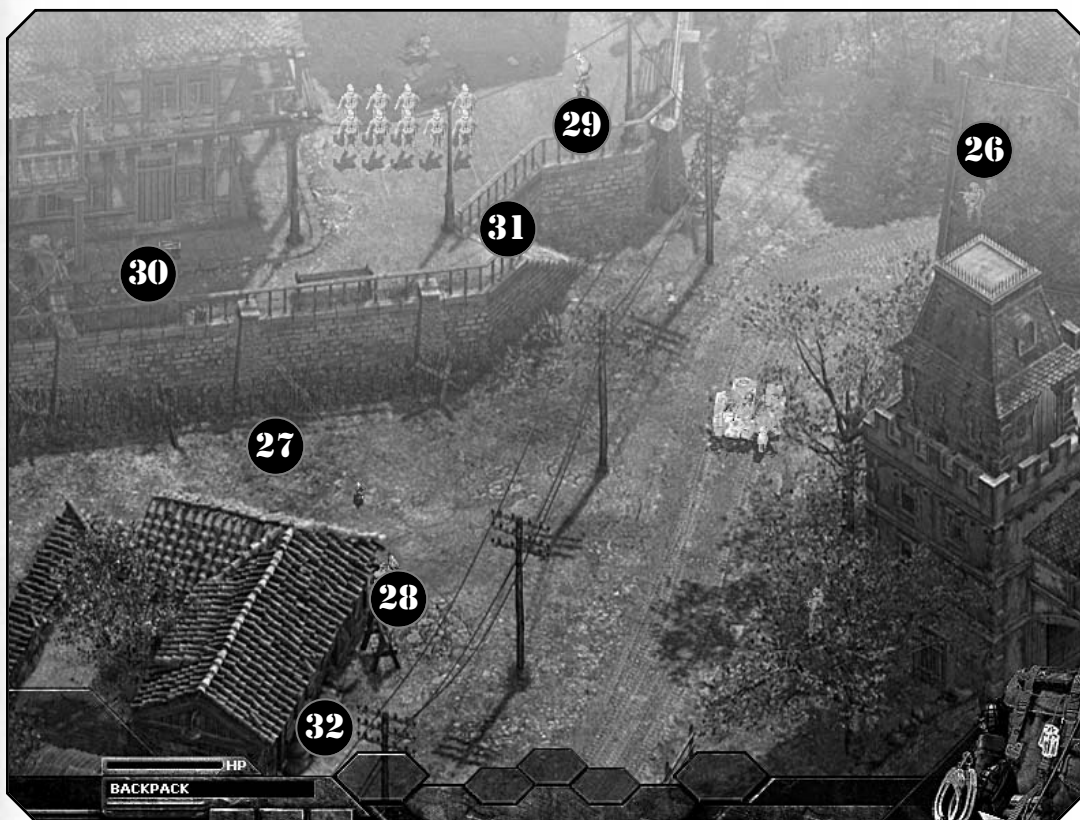
THE FIELD



THE COURTYARD



OUTSIDE THE GATE



TAKE CONTROL OF THE TOWN

Your commandos begin near the well. Nearby, on the other side of a shed, await a number of workers.

Although unarmed, they can still punch. Press **F5** to see all of the enemies in the area. A soldier is hiding between the tanker trailer and the shed. To begin, send Duke to the left so he has a clear shot at the officer walking down the road to point 1. After eliminating this officer, wait for a soldier near point 2 to see the body and investigate. Drop him, too, and return to the position by the shed.



Duke snipes at an officer at point 1.

Now switch to Inferno. Pull out a gas grenade and wait for three workers to congregate near the well at point 3. The grenade should knock out all three. Run to where they lay and throw another grenade at point 4 to take out a fourth worker and a soldier. Quickly tie up all five before they come to. Be sure to acquire the soldier's rifle, then search the crate by the tanker trailer for additional Molotov cocktails and gas grenades.

TIP

Quicksave the game after every few kills or after clearing each floor in the buildings.

While you are in the area, stock up on supplies. Order Inferno to drop prone and crawl toward point 7. Illuminate the vision arcs of the soldiers at points 5 and 6 so you can avoid their close range. Continue to the door at point 8; pull out the rifle and crawl through. There is usually a soldier in the room, either on the ground floor or on the stairs. Nail him with the rifle, then go over to the crate to find Molotov cocktails, gas grenades, sniper ammo, a grenade, and a first-aid kit. Load up, then search the body for rifle ammo.



Inferno clears out this building and loads up on equipment.

Send Inferno crawling up the stairs to the second floor. Order him to cover, and leave him where he is on the stairs. He automatically shoots any enemies who walk by the top of the stairs. A soldier on this floor eventually strolls by. Take him down and grab his ammo. There is nothing else here, so continue up the stairs. When you get to the third floor, move up the stairs a bit and make sure Inferno is covering the landing near the top. A soldier walks right into your sights. Squeeze the trigger and grab his ammo. You can now stand up and deactivate the cover order. Run over to the ladder and climb into the top room. A crate offers lots of goodies—two remote-control bombs, grenades, gas grenades, sniper ammo, and land mines. You don't have room for it all; however, you don't need the decoy transmitter and receiver, so leave them behind. Backtrack to the first floor. Drop prone before you exit the building, then return to where Duke is waiting. Give him the sniper ammo.

CENTRAL EUROPE MISSION 5: TAKE CONTROL OF THE TOWN

Order Duke to crawl out to point 9. Check the vision arc of the sidecar to make sure you're out of range, then stand up. With your sniper rifle, pick off the patrolling soldier in the field when he is near point 10. A couple of soldiers near point 11 come to investigate. Drop them. Next, eliminate the three enemies near point 12. Leave the sidecar alone. A soldier from 13 runs down to see what happened. Take him out. For the next target, an enemy sniper in the upper walkway at point 14, Duke must drop prone and crawl over to the tree at point 15. Rotate the view so you can see the enemy sniper, and get rid of him.



Target the soldier out in the field. His death makes capturing weapons and ammo a lot easier.



Take out this enemy sniper.

Have both of your commandos creep over to the door of the building at point 11. Check the bodies for rifles and ammo. One of the enemies carries a first-aid kit. Send Duke inside with his German rifle at the ready. Find a soldier on the first floor, and use a cover order to take him out. Grab his ammo and continue upstairs. On the second floor waits an officer. Down him and head up the ladder to kill a second officer. There are no items here, so go back down the ladder. Crawl out the door by the stairs to find yourself on the walkway where you killed the sniper. Grab his ammo.

Crawl to point 16 and stand up. From here you have an excellent view of the park area. Use the sniper rifle to target point 17 and wait for soldiers to walk into your sights. You can take out about five right at this point, plus an officer who walks past point 18. When he is dead, several other soldiers run to investigate. Eliminate them and you have nearly cleared out the courtyard. Shoot the soldier



The walkway is an excellent point for sniping down into the park and the courtyard.

at 19, then wait for the soldier at 20 to come into your sights. If you leave before he is dead, he may sound an alarm. Eventually the worker by 21 also runs out to be killed. Send Duke back downstairs and exit the building. Carefully walk past the sidecar as you continue on to point 19. Before leaving, have Inferno place a remote-control bomb behind the sidecar. Don't detonate it yet. Wait for the grand finale.

CENTRAL EUROPE MISSION 5: TAKE CONTROL OF THE TOWN

Make sure both commandos are prone, then crawl to point 22. From there, Duke can snipe at the enemy marksman on the balcony above 21 and the guard in the arch at 23.

With the area cleared out, send Inferno to collect items from the crate by the statue in the center of the courtyard.

Duke can also take out another sniper on a narrow walkway at 24. Have him climb the light pole by point 22, near the stairs leading down into the park; snipe away when the sniper moves toward you for a smoke break. Shimmy back down. It's time to clear out the buildings.



This enemy sniper covers the courtyard area.

Send Inferno crawling over to point 21, careful not to be seen by the sidecar. Plant a remote-control bomb behind the sidecar and enter the building with your rifle ready. A single soldier patrols on the first floor. Eliminate him, grab his ammo, and head upstairs. Two soldiers lurk at the top. From your position on the stairs, Inferno could take them both out with the rifle. However, try a gas grenade since you have an enormous supply of them. Pick up the ammo if needed, then search the crate in the bathroom for more supplies. Crawl out through the double doors onto the balcony and retrieve some sniper ammo for Duke. Continue up to the third floor. Stay prone on the stairs and throw a gas grenade or two up onto the floor around the stairs to knock out the two soldiers there. When the gas dissipates, run up and tie and gag them. Now descend to the courtyard.

The building at point 25 is the next one to clear. Use Inferno for this one as well. Have him crawl across the courtyard, careful to stay out of the sidecar's close-range arc. Enter the building with the rifle ready. A soldier on the first floor looks right at the door at times. If you already have the cover order in place, Inferno takes care of him automatically. Head up the stairs to the second floor. Take out the soldier here and continue to the third floor. Deal with the soldier here. This building holds nothing of interest, so return downstairs. Crawl out the door into the courtyard and head over to the statue.

Take control of Duke now. Get the sniper ammo Inferno picked up. Crawl to point 23 and into the arch. From there, snipe at the soldier at 26. Wait for the soldier who walks near 27 to move away, then head up the ladder by point 26 to the walkway where the third sniper lies dead. Pick up his ammo and enter the building through the door. You may have to press **F7** to see it.

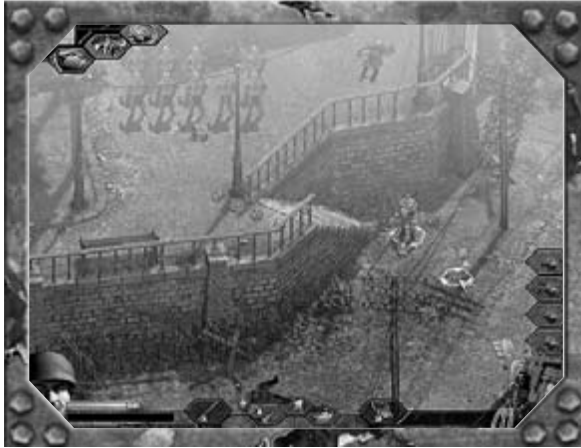
Use cover mode with the German rifle selected so you can take out the soldier in the first room. Climb the ladder into the attic and raid the crate for a number of items, including a remote-control bomb. Take it for Inferno.



Inferno plants a remote-control bomb behind a sidecar.

CENTRAL EUROPE MISSION 5: TAKE CONTROL OF THE TOWN

Backtrack and return to the walkway. Drop prone and snipe at the soldier at point 27 and the one at 28 when he comes to investigate. Next shoot the lieutenant at 29, but leave the rest of the troops in the area alone. Go down the ladder and bring Inferno around. Give him the remote-control bomb so he can set it behind the third sidecar.



The bomb and land mines will take care of this large group of soldiers.

While still in control of Inferno, crawl over to the crate by 28 and pick up land mines and another remote-control bomb. Ascend the stairs at 31 and plant the bomb behind the group of soldiers. Place land mines all along the stairs at 31 and on the ground below to get any soldiers the bomb misses. The crate at point 30 contains more mines. Send Inferno crawling down the road to the door at 32. One more building to clear out. Have your rifle at the ready and in cover mode so you can quickly shoot the two soldiers inside this building. Head out through the other door and go around a corner to a little shack. Enter it and kill the soldier inside.



This little shack is easy to miss.

Two soldiers are left at points 5 and 6. Send Duke and Inferno down toward where they began the mission. Leave Duke at point 1. From here he can snipe at the two soldiers guarding the gate. By this time you should have taken out all of the enemies except for the three sidecars and the group of soldiers at 31.

When both commandos are back at the start, switch to

Inferno and detonate the remote-control bombs. This should complete the mission. If it doesn't, enemies are still at large on the map. Press **F5** to try to locate them. You must eliminate all of them before continuing to the next mission.



Set off the bombs to complete the mission.



CENTRAL EUROPE

MISSION 6: STOP THE CONVOY



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING**CLASSIFIED**

Though the results were never in doubt, Duke and Inferno clear the town of Forbach of all enemy forces. A squad of Allied troops is parachuted in to help them set up an ambush. There is not much time. Resistance fighters who are watching the convoy inform the commandos that the convoy is approaching. In addition to the trucks, the Germans are sending a large force of infantry to clear the way. They are supported by a couple half-tracks and a tank. The Germans are not taking any more chances with the artwork.

It will take a lot more than tanks to get past a couple of the Allies best and bravest. Since they had to clear out the town, Duke and Inferno know where the weak spots are—the three entrances into the city. They quickly give orders to the Allied soldiers to take up defensive positions covering each of these entrances. The commandos will stay back and use their special skills and abilities to support the soldiers where they are needed most—acting as a fire brigade and moving to where there is action.

OBJECTIVE

This is a pretty fun mission because you get to set up ambushes for the enemy as they try to take control of Forbach from you. In addition to the Sniper and the Sapper, you control a squad of eight Allied soldiers, each equipped with a rifle and unlimited ammo. Your objective is to defend the town and avoid destroying any of the trucks. Two of them contain works of art, and the third holds the commandos from the train.



Duke and Inferno have to defend the town. Luckily, they have a squad of soldiers to help.

Besides groups of soldiers that attack the town, expect to defend against a tank, two halftracks, and five snipers. Of all of the enemies, the snipers are probably the most deadly. Divide up the defensive tasks among your team: Duke takes care of the enemy snipers, Inferno deals with the vehicles, and the Allied soldiers prevent the German soldiers from setting foot inside the town walls.

STOP THE CONVOY

When the mission begins, your two commandos and the Allied soldiers stand in the center of town. The enemy will not wait for you to get your defenses up before attacking, so get moving. First off, order Duke and Inferno to drop prone, then move away from the center gate and take up a position behind the statue. Next, get your Allied soldiers set up. Position two near the double doors to the right of the center arch and three by the crates to the left of the center gate. Make sure all are prone, ordered to cover, and aiming at the arch. This setup ensures that not a single enemy soldier gets through.



Position two Allied soldiers here on the right side of the center arch.



Three soldiers should be near these crates.

CENTRAL EUROPE MISSION 6: STOP THE CONVOY

Next send two to cover the other arch, which leads out to the side road. Position them to the right of the gate, behind the wall, so that their firing arc runs perpendicular to the road through the arch. This protects them from being shot at by soldiers on the other side—namely a sniper who comes later. Finally, order one soldier to cover the entrance that runs under the walkway on the other side of town. A couple of snipers try to come that way, but that area endures only one infantry attack at the end of the mission.



Two soldiers cover this side arch.



You only need one soldier covering the walkway entrance.

TIP

Press **F5** frequently to see where enemy troops are located. Before a group attack, they usually gather near one of the entrances. Then make sure you have your commandos in position to support the Allied soldiers if necessary.

The first attack wave consists of enemy soldiers running down the road toward the center arch. Your Allied soldiers handle them without problem. Check their firing arcs if necessary. Order Duke to crawl in front of the statue so he can aim down the road. An enemy sniper creeps toward the center arch. You want Duke to pick him off with the sniper rifle before he can kill any of your soldiers. You may have to move Duke back and forth a bit to get the sights right. Take out the foe as far away from the arch as possible. Then move Duke to the walkway entrance.



Duke snipes the enemy marksman who approaches the center arch.

Meanwhile, have Inferno place land mines across the roads at the side arch and the walkway entrance. Four should do at each location, leaving two for another task. When the road to the center arch is clear, have Inferno place an anti-tank mine right in the middle of the road inside the arch.



CENTRAL EUROPE MISSION 6: STOP THE CONVOY

While Inferno is placing mines, watch for another sniper. He tries to infiltrate the walkway entrance. However, Duke is in position already, aiming his sniper rifle down the road. As soon as the enemy sniper comes into view, take him down. Return Duke to the center of town to wait until he is needed again. A third sniper tries to come through the side arch, but your mines or the Allied soldiers will get him.

More attacks hit the center arch. Don't worry about them because the Allied soldiers will handle it. The next attack you need to watch for is by a group of soldiers on the side arch. Keep Inferno nearby with a hand grenade in case the mines and Allied soldiers there need help. If you have them positioned correctly, they can usually handle it themselves.



A group of enemies tries to enter through the side arch.



Here comes the tank.

The next major threat is a tank that comes driving down the road toward the center arch. If you already have the anti-tank mine inside the arch, position Inferno by the statue and make sure he has a shot at the tank. Tanks take three bazooka rounds to kill. However, if the tank hits the anti-tank mine, it only takes two bazooka rounds to finish it off. As soon as it comes into range, fire the bazooka as fast as you can so the tank does not kill any of your men.



The tank stops for a bit a short distance from the center arch. Move Inferno forward toward the arch until he is just in bazooka range, and demolish the tank before it even gets to the arch.

With the tank down, you can easily handle the halftrack that appears leading a truck. It heads for the side arch and stops about halfway there. Move Inferno out through the side arch and position him next to the stairs leading up to the area where you blew up the group of exercising soldiers in the last mission. However, before the halftrack continues moving, another sniper, number four, heads for the center arch. Once again, get Duke into position in front of the statue and ready to take him out. Once he has downed this sniper, move Duke to the walkway entrance.

CENTRAL EUROPE MISSION 6: STOP THE CONVOY

Eventually the halftrack starts moving again. Take control of Inferno and select a Molotov cocktail. Position the cursor over the road and throw it just before the vehicle reaches your cursor. This time it so the cocktail lands right on the halftrack, blowing it up. The truck of art just stays put. Move Inferno back into town for safety.



Inferno gets ready to roast a halftrack.

Switch to Duke and start watching for the fifth and final enemy sniper. He starts out on the road leading to the center arch; however, don't be fooled and set up there. He will run toward the walkway entrance instead. You should have Duke in position by this time. Take aim and fire as soon as the enemy marksman fills your sights. Return Duke to the center of town.



Inferno takes out the second halftrack.

Switch to Inferno and send him out the walkway entrance toward the plowed field. Position him at the foot of the stairs leading into the building facing the field. Another halftrack, followed by a truck, tries to force its way into town—this time through the walkway entrance. Use the same tactic as you did before and throw a Molotov cocktail right in its path.

Now send Inferno back to the walkway entrance. Place any remaining land mines along the road and then take up a position behind the lone soldier guarding this entrance. Also bring over one of the soldiers from the side arch to help defend this area. The very last wave of the enemy attack hits here. Have Inferno ready to throw hand grenades to help defeat this group. Once they have been killed, the mission ends. Congratulations! You have now completed the Central Europe campaign.

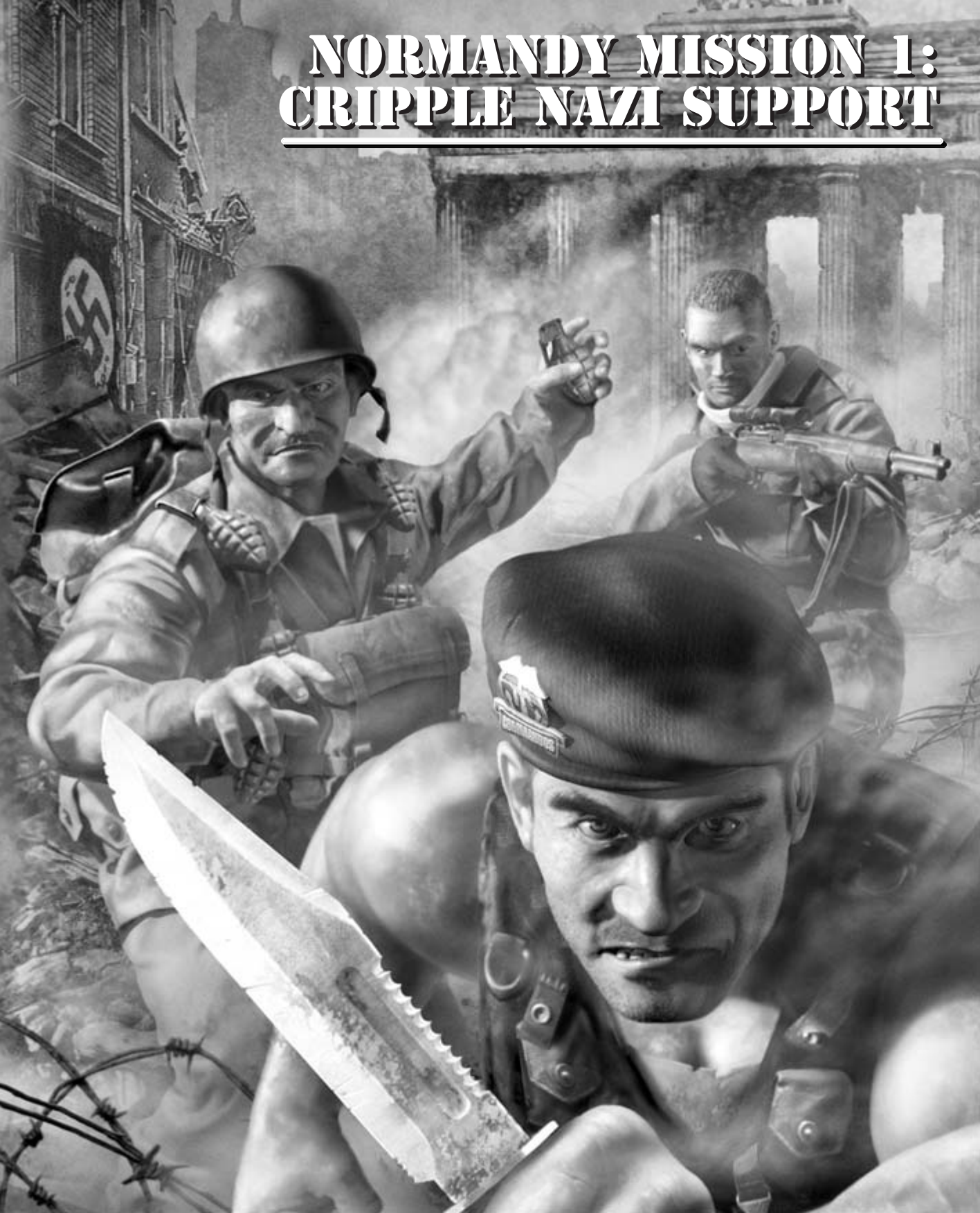


The last enemy attack is defeated!

TIP

For a change of pace, send Inferno inside the building by the field and then up onto the walkway. From there he can throw Molotov cocktails at the halftrack, then use the bazooka or hand grenades to deal with the last attack.

NORMANDY MISSION 1: CRIPPLE NAZI SUPPORT



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

This is the situation: An enormous Allied force has gathered for the final push into France. Over 7,000 ships and more than 150,000 men wait off the coast of England for the order to initiate Operation Overlord. The destination is the beaches of Normandy, code-named Utah, Omaha, Gold, Juno, and Sword.

CLASSIFIED

You must take your team behind enemy lines and eliminate Nazi support encampments within the area. One of these encampments is close to the town of Caen, the other in the port of Le Havre.

Your mission is to destroy the potency of these bases. It is imperative to the Allied cause that the troops stationed there are in no position to reinforce the Nazis' defense of the beaches.

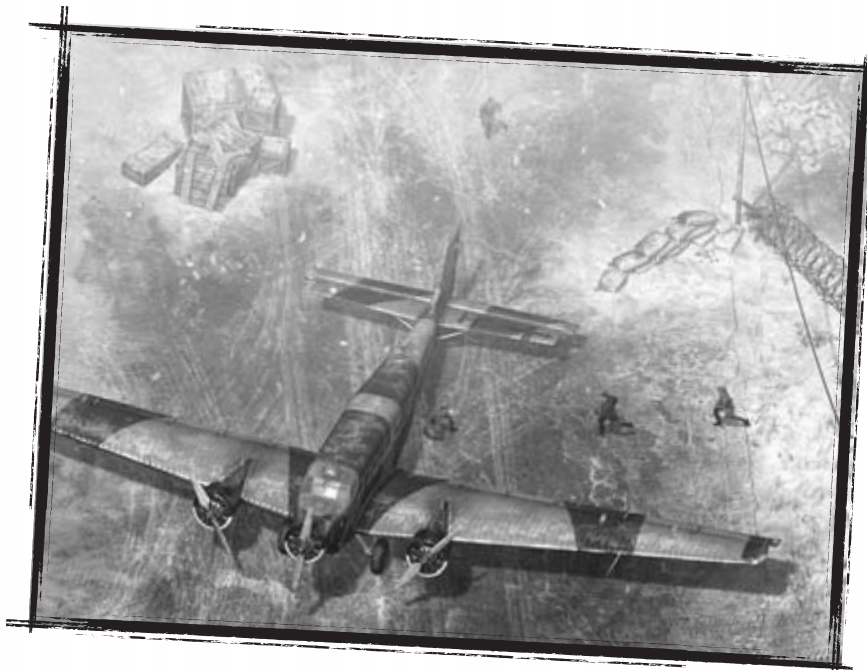
This is D-Day and may signal the end of this war. The language in which this part of history is written depends on you.

OBJECTIVE

For this mission you have the Sapper and the Thief. Their job is to infiltrate an enemy base and blow up the weapons building, the fuel tanks, and at least six vehicles. Although there is not a timer on this mission, after a while the armored cars start to leave, followed by the tanks. You must act quickly and be ready for anything. Since you do not begin with any remote-control bombs, you have to clear a way into the weapons building and find some stowed away in crates. Then you can begin planting them for maximum destruction.



Your two commandos must sneak into this base and blow things up.



CRIPPLE NAZI SUPPORT

Your team begins in the southwest corner of the map. To your right at the start are three enemies—an officer standing on the stairs by the closest door, one soldier walking around, and another soldier in front of the door to the weapons building. Select Lupin and illuminate the vision arc of the walking soldier. Crawl along the edge of the close view and wait. When the soldier turns around and walks away, crawl to the left of the stairs with the officer and hide around the corner of the building. The walking soldier turns and looks in your direction for a bit. When he turns and faces east, away from you, pull out the piano wire and go for the officer. Quickly kill him, then carry his body around the corner to where Lupin was hiding and hold. Order Inferno to crawl over to pick up the officer's body.



Lupin strangles the officer with the piano wire.

Wait for the next walking soldier to move to a point between the stairs and the other soldier; he'll stop and look south. This is Lupin's chance to piano wire the walking soldier, followed by the second soldier near the door. Meanwhile, Inferno carries the officer's body to the alcove between the stairs and the weapons building. Hide the bodies of the soldiers in the same spot.

NORMANDY MISSION 1: CRIPPLE NAZI SUPPORT

A patrol consisting of an officer, two soldiers, and a dog walks up and down the road. If they see that the officer by the stairs is missing, they will sound an alert and the vehicles will start leaving. You need to do something about them. First deal with the dog. Click on Lupin's backpack to find some sleeping pills and dog food. Click on the sleeping pills to select them, then click on the dog food to poison it. Exit the backpack screen and throw the dog food south of the stairs. Then send Lupin crawling toward the door to the weapons building. Next, move a prone Inferno to the edge of the alcove where he can throw a Molotov cocktail a bit farther than the dog food.



Put the sleeping pills in the dog food for a real knockout treat.



Lupin can quickly knock out both of these workers while taking only minor damage.

Check to see where the patrol is. If you acted quickly at the start, they should be up by the tank park. That being the case, switch to Lupin and crawl into the weapons building. (Otherwise stay with Inferno and skip to the next paragraph. Come back when he is done.) In the weapons building, two workers stand by the door. They cannot see Lupin while he remains by the door. Rotate the camera so you can see Lupin and both workers. Then order Lupin to knock out the worker who has his back to you. The other worker comes to punch you, so quickly knock him out. Tie and gag both before they come to.

By this time, the patrol should be headed your way. The dog sees the food and runs to chow down. Within seconds, it is sound asleep for the rest of the mission. While the patrol is standing there, throw a Molotov right in the middle of the three enemies and flame them. Inferno then needs to carry the charred bodies back into the alcove. Leave the dog where it lies.



Inferno uses the Molotov cocktail on the patrol.



NORMANDY MISSION 1: CRIPPLE NAZI SUPPORT

Now send Inferno into the weapons building. He can walk past Lupin so he is standing to the left of the three workers. Put on the gas mask and throw a sleeping-gas grenade by the two soldiers on the floor. Switch to the fist and click on the soldier on the platform. Inferno will walk up and knock him out. Tie up all three workers and take off the gas mask. Open the crates. They brim with

remote-control explosives, sleeping-gas grenades, hand grenades, and a flamethrower. You cannot carry it all. Since you need to blow up the weapons building as an objective, have Inferno plant one of the remote-control bombs in the middle of the room. Rearrange Inferno's backpack so he can carry three bombs. Then have Lupin carry four more. Leave the flamethrower.



Plant the first bomb in the weapons building. That creates room to carry another bomb.

Exit the building and head for the road. Drop prone and watch out for a soldier with a flashlight over by the barracks. Crawl up the road to the tank park. A soldier waits by a light next to the gate. A group of three enemies, a soldier patrolling with a flashlight, and three workers remain inside. Make sure the soldier with the flashlight is down near the group of enemies and then order Lupin to choke the soldier by the light. Pick up the body and carry it to the other side of the fence, just west of the first tank. This prevents the soldier by the fuel tank from seeing the body.

Switch to Inferno, put on the gas mask, and crawl toward the lone tank not in line with the other four. Get ready to throw sleeping-gas grenades at the soldier with the flashlight and then the group of three. Stand up, then tie and gag the unconscious enemies. The workers are all looking at their tanks. Take off the gas mask and plant remote-control bombs next to each of the five

tanks. Inferno is carrying only three bombs, so have Lupin transfer the rest over to him. By the time this task is completed, Inferno has two bombs left in his backpack and six bombs set—five each by a tank and the sixth in the weapons building.



Set off sleeping-gas grenades to knock out the soldiers in the tank park.

Now head for the APC park. Drop prone and crawl across the street. This has the same type of security. One soldier stands guard by the light at the entrance, another walks around with a flashlight, three soldiers wait at the far end, and then there are a couple of workers.



Plant a remote-control bomb next to each tank.

NORMANDY MISSION 1: CRIPPLE NAZI SUPPORT

When the soldier with the flashlight is away from the entrance, Lupin can knock him out and then tie and gag him. This opens the way for Inferno to crawl in and toss a gas grenade or two to knock out the soldier with the flashlight and the group. Tie them all up.

By now, you are running short of time. You only need to blow up one of the APCs to complete the mission. Because you already planted bombs by five tanks, place a remote-control bomb by the APC farthest from the entrance. It is the last one to leave when they start rolling out, so you will be sure to get it. Now head for the fuel tanks.



If there's time, plant remote-control bombs at the rear of the APCs. The explosive barrels increase the destruction, allowing you to demolish two APCs with each bomb.

TIP

If you have been quick up to this point, plant remote-control bombs at the back of the APCs near the explosive barrels—one between the first two and the other between the third and fourth. Then use the bazooka to blow up the fuel tank before setting off all your bombs. This means you take out 10 vehicles instead of only six.

Send both of your commandos crawling down the street toward the fuel tanks. Illuminate the vision arc of the soldier with the flashlight so you can see where he is looking. Inferno should knock him out with a sleeping-gas grenade while Lupin strangles the worker by the sidecars. Tie up the soldier and leave the worker's body behind. Send Lupin crawling for the map edge across the road from the fuel tanks.



Take care of the soldier by the fuel tanks.

Have Inferno quickly set up the last remote-control bomb by the fuel tanks and then join Lupin. Make sure both are prone. The APCs will be starting to pull out by now. Detonate all the bombs to complete the mission.



Set off all the bombs to create a big bang.

NORMANDY MISSION 1: CRIPPLE NAZI SUPPORT

TIP

If you find yourself running out of time and the APCs are leaving before you can finish setting up the bombs, you have a couple of options—each allows you to skip the APC park. First, set up one of the bombs in the road where the APCs will drive past it. Two head south and two go north. Then detonate it as your first bomb while an APC is driving over it, followed by the rest of your bombs.

The other option is to wait for an APC to drive toward your team while it is waiting at the map edge. Inferno can throw a Molotov cocktail at the APC to blow it up, then start detonating the bombs.



NORMANDY MISSION 2: DESTROY THE WARSHIPS



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

The first part of the pre-invasion sabotage goes off without a hitch.

Inferno and Lupin single-handedly manage to put an

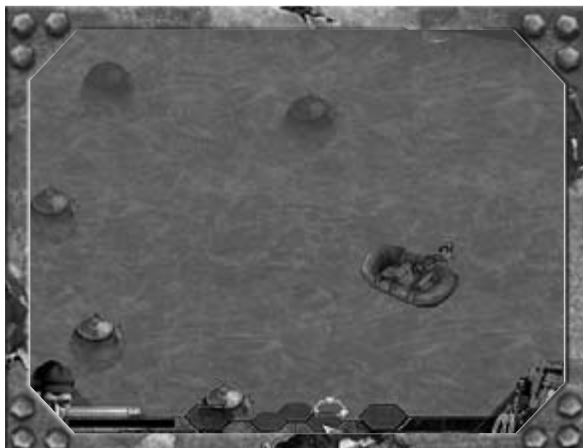
armored company out of business. At the same time, another sabotage operation is getting underway in the Channel port of Le Havre.

CLASSIFIED

After being dropped off by a British submarine, the commandos Diver, Fins, has rowed his dingy up to the minefield blocking the entrance to the port. An expert in underwater demolitions as well as marine-type combat, Fins has been assigned to make sure the two docked German U-Boats will never leave port again. These fast torpedo boats could cause serious damage to the Allied landing forces that are already making their way across the channel toward Normandy. If he is successful, one commando can save hundreds, if not thousands, of Allied lives tonight.

OBJECTIVE

This is your only chance to use Fins, the Diver. In this mission, he is all you have (and all you need) for a team. Do not try to kill everyone on the map; that is not your objective. Kill only those you need to in order to complete your mission. First, acquire a couple of anti-ship mines. Second, open the sea gates so you can then plant the mines on the hulls of the two ships. Finally, from a safe distance, detonate the mines to sink the ships. Although you face fewer enemies during this mission, timing and strategy are critical.

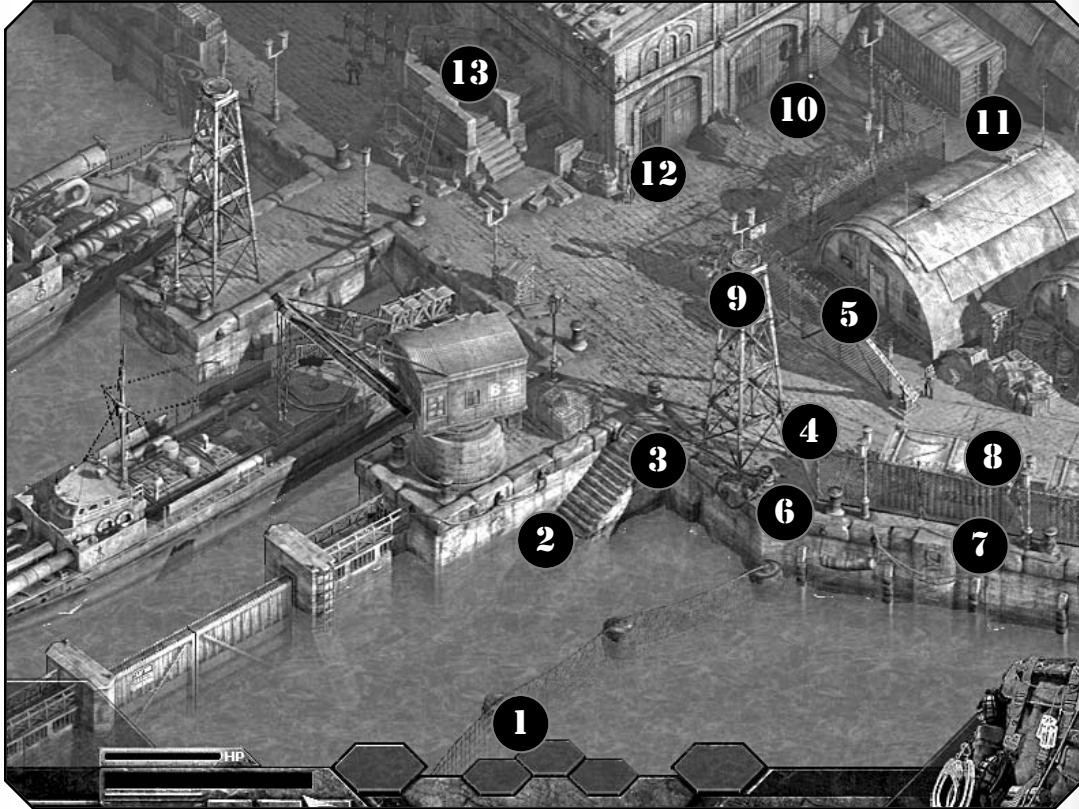


Fins, the Diver, operates above and below the waterline, as well as on land.



NORMANDY MISSION 2: DESTROY THE WARSHIPS

THE PORT



DESTROY THE WARSHIPS

Fins begins the mission on his raft. He must get wet, so select his diving tank from the equipment menu, then hop off the raft. Press **[Spacebar]** to dive underwater. When you place the cursor over a section of the submarine net, near point 1, the net is highlighted in red and the cursor shows wirecutters. Click on the net to cut a hole for Fins to swim through. After

passing through, swim to the stairs and surface. Crawl onto the stairs to point 2, staying as close to the wall as possible, and click on the diving tank in the equipment menu to change back to your fatigues.



Cut a hole in the submarine net.



Fins throws the knife as the worker tries to pick up the cigarettes.

NORMANDY MISSION 2: DESTROY THE WARSHIPS

A worker walks back and forth between the stairs and point 12. As he approaches, throw some cigarettes to point 3, a couple of steps down from the top, then get out your knife. Fins can throw knives, attacking silently at short range. Wait for the worker to go for the cigarettes, then toss the knife. Crawl up and retrieve your knife. Don't grab the body yet. Wait for the soldier at point 4 to walk toward you and turn around, and make sure the soldier at point 5 is not looking in your direction. Then grab the body, walk down the stairs, and dump it in the water. Drop prone again.



Throw the knife through the fence.



Approach this soldier from his blind spot.

Your next target is the soldier at point 4. When he walks toward point 8, crawl through point 6 to point 7. Aim the knife through the fence and eliminate the soldier. Crawl back to point 6 and wait for the soldier at 5 to look toward point 12. Move quickly to point 8. Drop prone and retrieve your knife, then take the soldier's rifle. You need it for clearing a building. Watch the soldier at point 5. Wait for him to come toward you and return to his post by the door. Sneak up from the side and hurl your knife to take him down. Retrieve the knife and hide the body by point 8. Take the soldier's rifle ammo, then head back to the door at point 5.



This crate contains a mine.

While crouched, select the rifle and activate cover mode. Enter the door and get ready to shoot. Eliminate the three workers inside. They are not armed, but you may take a couple of punches. The crate is the reason you're here. Open it to find a mine and another knife. Add both to your backpack and leave. Drop



Use that second knife to take out this soldier.

NORMANDY MISSION 2: DESTROY THE WARSHIPS

prone and crawl to point 9 to hide behind some crates. You are waiting for the officer from point 10 to head toward point 3. As he passes you, let fly a knife. Take the body and throw it in the water. Don't forget your knife.

Creep toward point 10. There is a soldier at 11; however, there is no way for you to get there. Heave that second knife through the fence and take him down. Now stroll over to the door at point 12 and peek inside. Straight ahead are three workers. Wait for one soldier to get next to the door with his back to you and another to walk away to the far right. At that moment, enter the building and knife the soldier next to you. Pick up the body and hide it behind some crates to the door's right. Lie prone and wait. Pull out a grenade and throw it at the remaining soldier while he is next to a worker. Throw the other grenade to take out



Peek through the door to make sure the soldier is by the door.



Toss grenades to clear the room. The people outside can't hear you.

at least two of the other workers if possible. Then finish off the last worker with the rifle. Keep your rifle out, make sure you still have ammo, and head into the office up the stairs. Have cover mode activated and eliminate the soldier inside. Check the crate for a second mine.

Your next objective is to open the sea gates. The controls are at point 13. Don't try to kill the officers by the controls. With stealth and timing, you can open the gate without them even knowing you were there. Wait by point 12 for the lieutenant to walk toward the water, then back up onto the platform. Walk up to the controls and click on them to open the sea gates. Descend the stairs and head for point 2. It is time to go swimming again.



Walk up and flip the switch.



With the sea gates open, you can now access the ships.

NORMANDY MISSION 2: DESTROY THE WARSHIPS

Change into your diving gear and get in the water. Dive down and through the opened gates. You see two ship hulls. Placing a cursor over them illuminates some sections red. Click on those sections to plant a mine on each hull. Now swim back out through the gates. Continue on through the submarine net and over to the wall by point 7. Surface and scramble up the ladder so you are on the dock. To detonate the mines, click on the icon above your backpack and watch the fireworks. Mission accomplished.



**Detonate the mines and
enjoy the show.**



NORMANDY MISSION 3: STORM THE BEACH



COMMANDOS HEADQUARTERS DATA FILES

MISSION BRIEFING

The greatest invasion ever is taking place as Allied troops begin landing on the beaches of Normandy. While operations at

CLASSIFIED

four of the beaches are going according to plan, the Allies are having trouble at Omaha Beach. The DD-Sherman tanks, which were supposed to swim ashore to help clear out enemy bunkers and break through the defenses, floundered and sunk. Plus, the infantry that made it to the beach are pinned down and taking terrible casualties as the Germans pound them with artillery and machine gun fire.

In case of such circumstances, Tiny has been sent along with the first waves to utilize his skills and make the beaches a safer place. Luckily, Tiny's landing craft makes it to shore and the Green Beret leads his squad of Allied soldiers onto the beach to take cover while Tiny looks over the situation. There are two main artillery guns dominating this section of Omaha Beach. If they could be taken out of action, this is where the Allies could break through and safely land troops....

OBJECTIVE

When this mission first begins, it is easy to look at the map and think that it is impossible. There are three machine gun nests and the walls and bunkers are lined with enemies shooting down at the beach. However, it is not as difficult as it seems. For this mission, you have only one Commando—Tiny the Green Beret. However, he has been assigned a squad of seven Allied soldiers. The nice thing about the soldiers is that they never run out of ammo. In fact, they will be doing a lot of the fighting for you.

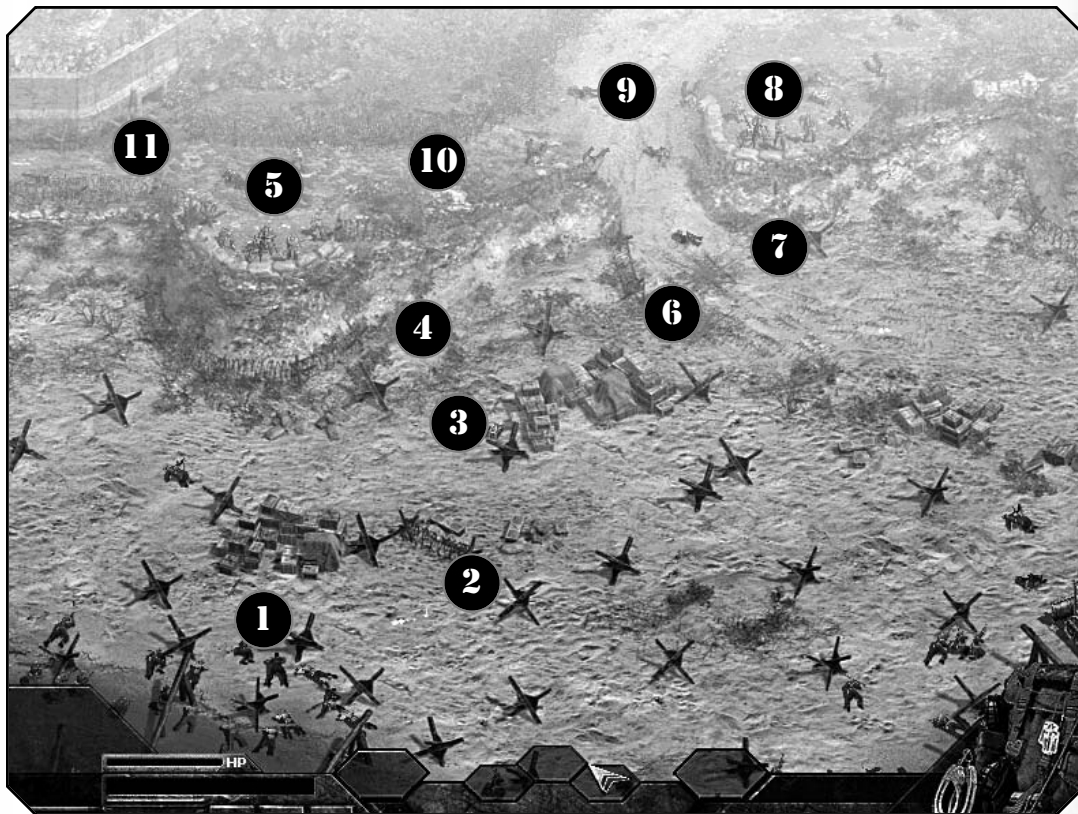


The Green Beret begins the mission with a squad of seven Allied soldiers on the beaches of Normandy.

Your objective for this mission is to knock out the two artillery batteries located at points 24 and 31. You do not have to blow them up—only eliminate the engineers that are manning the guns. In essence, you need to clear out two rooms. However, getting to those rooms is the tough part.

NORMANDY MISSION 3: STORM THE BEACH

THE BEACH



THE BUNKERS



STORM THE BEACH

Tiny begins on the beach with his squad at point 1. They are safe where they are, so leave the squad behind and take control of Tiny. He can clear a path into the bunker complex on his own. Once he has done that, you can then order your squad to move out. Tiny's first task is to find some grenades so he can take out the two

machinegun nests at points

5 and 8. Before you start moving, take a look at what the soldiers in those nests can see. Then send Tiny crawling to point 2. From there, he can head straight for point 3 and the crate there. Inside he will find a couple grenades and first aid kits. Add them to your backpack and then get ready for action.



Tiny heads for the crate to pick up some grenades.

TIP

Since enemies can attack you from several different directions, it is a good idea to quicksave the game often.

Select the hand grenades and then start crawling toward point 4. Hold the cursor over the machine gun nest at point 5 in a spot that will take out the most enemies. As soon as you are in range, throw the grenade. You may take some hits, so use the first aid kit to heal yourself. However, do not throw the second grenade to mop up anyone you missed. Either use the rifle or you can take care of them later.



Use a grenade to clear out the first machinegun nest.



Watch for the enemy soldiers who will crawl toward you to attack. Take them out first.

NORMANDY MISSION 3: STORM THE BEACH

With the first machine gun nest history, crawl toward point 6. Continue on to point 7 to throw the second grenade at the machine gun nest at point 8. While crawling, have your rifle at the ready in case enemy soldiers from point 9 start coming your way. After the second machine gun nest is hit, take out the rifle and crawl up to point 9 and then on to 8 to clear out

any survivors. There is also a crate at point 8 containing an assault rifle and more first aid kits. Be sure to take rifle ammo and a submachine gun from the dead enemies.

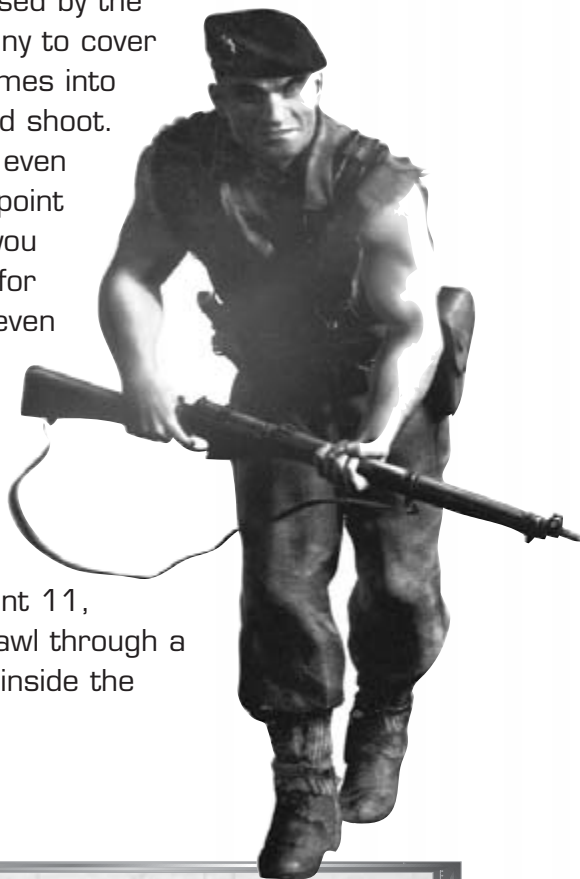


Use the rifle to clear a path to point 11.



The Allied soldiers rush to follow Tiny.

Your next task is to head toward point 11. Make your way through points 9 and 10. Near the first machinegun nest, you will usually run into one or two soldiers who were missed by the grenade. As you are crawling, order Tiny to cover with his rifle. As soon as an enemy comes into range, Tiny will stop, pull up his rifle, and shoot. This will take out the enemy before he even gets a shot off at you. Continue on to point 11, clearing a path as you go. When you reach the little opening, hold and wait for your squad. Drag a box around your seven soldiers to select them all. Now send them to point 11. Since you cleared the way, they can stand and run until about point 9. However, once there, order them to drop prone or the soldiers on the bunkers can shoot at them. When your entire team is at point 11, send them all into the passageway. Crawl through a small tunnel to point 12. You are now inside the bunker complex.



TIP

There appears to be another way into the bunker complex—a door into the bunker behind some barbed wire. If you place the cursor over the barbed wire you will see you can cut it. However, if you crawl past the wire, you will run into landmines and blow yourself up. Even if you got through the mines, there are several soldiers, including a machine gun, aimed right at the door.

NORMANDY MISSION 3: STORM THE BEACH

The first thing you need to do is position your soldiers. Position a couple at point 13 with orders to cover points 14 and 15 respectively. An enemy will walk out the door at 14 and others will come from the direction of 16. Once these two are in position, you can move the others to point 15 with orders to cover in the direction of 16. Once the enemy who walks out the door at 14 is killed, you can take control of Tiny. The next step is optional. It will allow you to add a couple grenades to your backpack. However, you don't really need them right now since you can pick up two more later on before you need them. If you want to bypass clearing out a bunker you really don't need to, skip the next paragraph and continue on.



The Allied soldiers cover the area while Tiny heads into the trench.



Tiny clears out the bunker filled with enemies.

If you decide to go for the grenades, order Tiny to jump down into the trench at 14. Drop prone, take out the rifle, and order him to cover. Once he is ready, enter the bunker through the door. From the door, Tiny can take out a soldier on the same level as well as one at the top of the ladder. Watch the soldier by the gun on the top level. When he turns away, send Tiny climbing up the ladder to take him out. Near the top of the ladder you will find a crate with a couple grenades, rifle ammo, and more first aid kits. Take what you need and then climb back down the ladder. Drop prone and then head through the other door on the ground level. This will open up to a room with several enemies. However, if you stay prone and covering with the rifle, You will be able to take them out without taking any hits. Just crawl forward as needed to target the next soldier. Pick up the submachine gun ammo if you need some while you are here. Tiny can then exit through the door behind the machinegun to point 17. Hold here and cover toward 18 with the rifle.



The Allied soldiers cover one another as they advance past the bunker with the first gun emplacement.



NORMANDY MISSION 3: STORM THE BEACH

Whether you got the grenades or not, it is time to advance your squad. The best tactic is to use a bounding overwatch tactic. This is like leapfrog. Move one soldier forward a bit toward point 16. Then take another and move past him a bit. Using two soldiers, you can clear your way to point 16. Once there, order your two soldiers to cover toward points 19 and 20 respectively. Now bring the rest of your team to point 16.

There are a couple enemies on top of the command bunker at 19. You can take out the lieutenant by crawling close enough to shoot at him with a rifle. Move a couple soldiers to point 20 and order them to cover toward 22 and 21 respectively. Send a third soldier crawling onto the plank by 20 and order him to cover toward the door of the command bunker.



Move the soldiers across the plank to engage the enemies at the radio tent.

Anyone who comes out that door will be toast. Now send a couple of different soldiers across the plank at 20. Send them toward 21 to take out the enemies by the radio. However, as you move inch by inch, keep an eye for enemies coming from 22 or 23. Once you have eliminated the enemies by the radio, position your two soldiers near 21 with orders to cover toward 22 and 25. Bring a third soldier over to this area and have him cover toward 26. Now send the soldier covering 22 to this point to take out the soldiers at 23.

All that is left on this side is a soldier by the door at 24. Select Tiny and send him to 25 and then around the radio tent to the ladder by 22. As he is advancing, have the rifle at ready and in covering mode since he can take out the soldier at 24. To see where you need to be to shoot him, illuminate that soldier's vision arc and put yourself in line to fire. Once the path to the door at 24 is clear, send Tiny down into the trench and continue to the door. Peek through the door and wait until all enemies are looking away. Then quickly drop prone and take out a grenade. Enter the door and throw the grenade over by the artillery gun. It will take out all of the enemies in the bunker, including the engineers which were your objective. One down and one more to go.



Use the Allied soldiers to clear out the trenches so Tiny can safely get to the first objective bunker.



Tiny uses a hand grenade to clear the artillery bunker.

NORMANDY MISSION 3: STORM THE BEACH

Tiny can now exit the bunker. Send him back to point 21 and make sure he is prone and covering toward 25. Move any soldiers still by 16 or 20 over to 21. Select one and order him to crawl up the steps to 19. He can take out the soldier on the top of the command bunker, then crawl over to point 27 and shoot the enemy at 28. Then crawl over to the edge so the soldier can cover down the trench toward point 29.



Take control of the roof of the command bunker and clear out enemies located around it.

Using the bounding overwatch tactic, move the rest of your soldiers through 25 toward point 26. Leave at least one at 25 with orders to cover toward 29. Then send a couple around the corner of the wall by 26 and the trench so they can shoot at the enemies near 29. By this time, you should have eliminated all of the enemies you need to on the outside of the bunker complex. Position some soldiers to cover the trench from the command bunker.



The squad clears out the enemies near the trench to the second objective bunker.

It is now time for Tiny to finish off the mission. Send him to 26 and then down into the trench. Continue on to the door at 30. Pull out the submachine gun, drop prone and order him to cover. When Tiny is ready, send him inside the bunker. There are two officers right inside the door. Tiny will take them out with a burst,

though he may take a little damage. If necessary, use the first aid kit to bring his health bar back up to full. Once this first room is clear, head for the door off to the right. Open it and you should be able to take out a soldier. Slowly crawl in a bit at a time to take out the second soldier. Keep crawling inside so you can target and kill the two engineers manning the artillery gun. Once they are both dead, the objectives for this mission will have been met and you will complete the campaign. Good job soldier!



Tiny takes out the officers in the first room.



Clear out the two soldiers and two engineers by the artillery gun to complete the mission.